

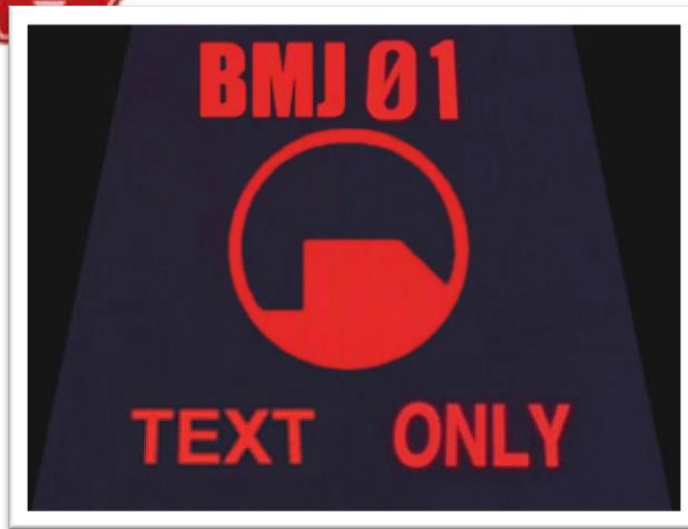
ADEPTUS
EVANGELION 2.5

OPERATIONS MANUAL



eyes Only - For Your Eyes Only - For Your Eyes Only- For Your Eyes Only- For Your





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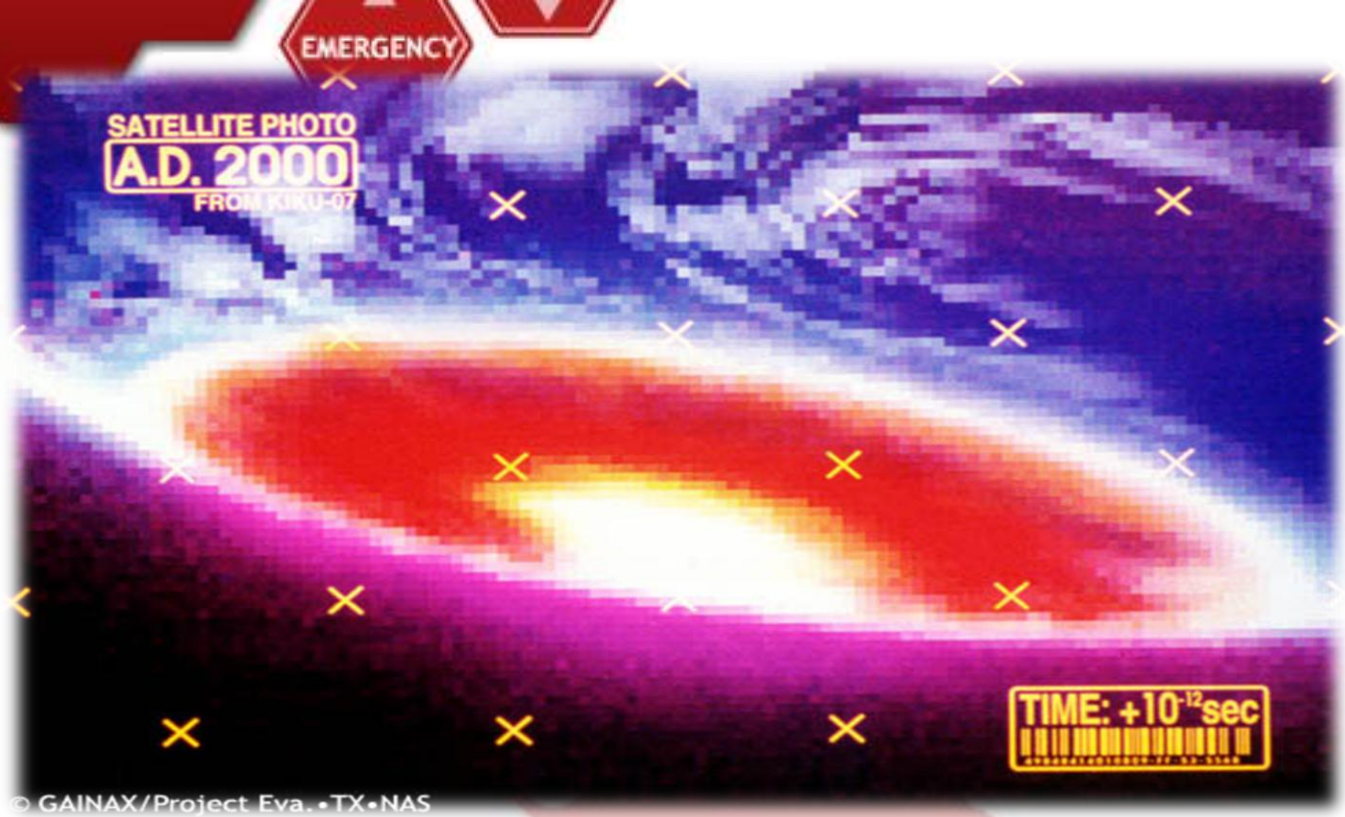
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It has been 15 years since Second Impact.

An explosion in Antarctica vaporized the entire continent. The resulting tidal waves killed billions worldwide and flooded coastal regions of every continent. Worse yet, the very axis of the Earth itself was permanently shifted, causing a global climate change that devastated crops and added incredible strain to already decimated regions.

In the following devastation, many countries and governments collapsed entirely as the United Nations struggled to hold humanity together. Rioting and war became common as vital resources disappeared virtually overnight. The months following Second Impact left no one unscathed, and all told only half of the human race survived the disaster and our resulting fear-induced stupidity.

It was years before the situation stabilized enough for the UN to mount an expedition to ground zero to investigate the explosion. A report was published, proving that Second Impact was the result of a 4-inch meteorite traveling at 95% of the speed of light, much too small and traveling far too quickly to have been detected before its devastating collision with the Earth's South Pole. To this day, all but the most well-informed of individuals believe this.

In truth, Second Impact was caused by the awakening and subsequent defeat of a powerful being since labeled "Adam". A being older than life on Earth, and of extraterrestrial origin.

Adam was the first. He was not the last. Humanity is under threat again, and if even a single battle is lost it could mean the end of the entire human race.

That fate of the world is in your hands. Don't fuck it up.

What am I looking at?

Adeptus Evangelion is a modification of the Dark Heresy Roleplaying Game ruleset geared for running games in the world of Neon Genesis Evangelion. Inspired by the fanfiction "Shinji and Warhammer40k" by Charles Bhepin, Adeptus Evangelion brings the grim dark brutality of the 41st millennium to Earth's defense in its darkest hour.

The players take the role of the pilots of Evangelions, colossal living chimeras of alien and human DNA, covered in armor and bent to Humanity's will. It is a dangerous position, and not just for the obvious reasons. The fact that your character can Synchronize with the creature makes you a very special person. It's probably for the best if you don't ask about the test pilots either. Or why Mom left.

It is important to note here that Adeptus Evangelion does not require adherence to the story of Evangelion, Warhammer 40k, or even Shinji and Warhammer40k in order to play. Rules and tips for running games that diverge from these storylines will be provided later.

This game requires the Dark Heresy Core Rulebook to play, and no rules from that book will be reprinted here.

Rebuild of Evangelion

The Rebuild of Evangelion (to be presented in a series of movies rather than a television series) represents a new, updated take on the world of Evangelion. Given the currently incomplete nature of the Rebuild, Adeptus Evangelion uses the original series as a base and will not take any special effort to represent Rebuild of Evangelion. This will also avoid spoilers of the Rebuild, something rather newer than the series that came out in the mid-1990's.

While Adeptus Evangelion will not reference the Rebuild of Evangelion, those movies may be used as inspiration and a proof-of-concept when it comes to running alternative Evangelion campaigns seeking to branch from the main series.

CHARACTER CREATION



Backgrounds



Characteristics



Drawbacks & Assets

CHARACTER CREATION



In Adeptus Evangelion, you take the role of one of the few Pilots of the monstrous Evangelion war machines. Given the nature of the battle system described later, it is important for GMs and players alike to note that this system plays best with a number of pilots between 2-4.

Overview

Building your character is accomplished in the following steps:

Background

The Background of your character represents how they came to be an Eva pilot. Do they have a genetic disposition for it that has only recently been discovered, or have they been training for this their whole life? Perhaps it is a position they were made for, literally. Each Background has its own impact on your skills and Characteristics, as well as its own unique Traits. These Traits are divided into two categories: Positive and Negative. Choose two Positive Traits and two Negative Traits from the lists provided.

Characteristics

Once you have chosen your background, you may roll your characteristics. To do this, roll 2d10 11 separate times, and write down the resulting numbers. Remove the lowest number from the pool, and assign the remaining 10 numbers to your characteristics as you see fit. Your Background will impose modifiers to various characteristics, so be sure to take that into account.

Drawbacks and Assets

Unlike in previous editions of Adeptus Evangelion, taking Drawbacks does not provide experience. Instead, it provides Depth, which may be spent on Assets before the game begins. Each character is required to have 10 Depth worth of Drawbacks, and may choose to have more. Once you have selected your Drawbacks, and spent the resulting Depth on Assets, you may continue on to your career.

Career

Choose which career you intent to play. For pilots, the available options are Skirmisher, Berserker, AT Tactician and Pointman. At your GM's discretion, you may instead choose to play the special non-pilot career of Operations Director. There may be, at most, one Operations Director in a given campaign. Each Career provides a short list of starting skills and talents to players. A starting character has 400 experience to spend before the first session begins.

Evangelion

Once your starting experience has been spent, pilot characters should create their Evangelions. Each Evangelion starts with the same basic statline, and is then modified by their Distinguishing Features. To determine these features, roll 1d10 4 times. You may then assign the resulting rolls as you see fit to each of the four Distinguishing Features charts, not using any roll more than once. In this way, the pool of options that you have for Distinguishing Features is random, but you may pick from those options as you like.

Once your Evangelion has been assigned a Distinguishing Feature of each type, you may spend any Biological, Structural or Weapon upgrade points you have at this time to enhance or equip your Evangelion.

Finishing Touches

The above steps handle the major mechanical portion of your Adeptus Evangelion character, but they do not cover the most important part: making your character a character. Your country of origin, physical description, backstory and personality all are very important components of your character. While many of the rules of the game may focus on the combat between the Evangelions and Angels for the fate of the world, the best part of a well-run Adeptus Evangelion campaign is the interaction between the characters. Bring something to the table that has the chance to take on a life of its own, rather than sit in the corner and wait for the next chance to roll initiative.

BACKGROUNDS

Unlike the Dark Heresy system, all of the possible characters have the same Homeworld (Earth). Instead, Adeptus Evangelion adapts the Homeworld system for background types. Depending on the sort of campaign your GM wants to run, some of these Backgrounds may not be available.

Backgrounds

Neo-Spartan	Neo-Spartans have been trained in combat and piloting since a very young age, taking the time to learn to use a large number of weapons. They are defined by their roles as warriors and pilots. There is nothing else for them.
Prodigy	Prodigies are pilots that have only recently been tapped. They lack the extensive training of most other pilots, but maintain a synch ratio well above normal.
Manufactured	A genetic experiment specifically designed to pilot an Evangelion. Though they often suffer from various disorders, the Manufactured can synchronize and pilot effectively - and are easily replaced.
Impact Survivor	You remember Second Impact. You have seen the world at its worst and survived. The resourcefulness and luck that got you through then is still on your side now.



NEO-SPARTAN

"The Neo-Spartan program has, over the course of the last ten years, provided some of the best trained non-genetically engineered candidates, and also proved the malleability of the adolescent psyche. Through rigid indoctrination, training, and mental and physical conditioning, we have simultaneously produced both a superior soldier, and a generation that has never had a childhood."

-Dr. Amber Dickson, private notes

While still a child, one of many powerful organizations selected you as one of humanity's future saviors. Since then, your life has been orchestrated to prepare you for that role. Hours of training in simulations as well as tactical training and physical conditioning have made you a superior pilot and fighter in virtually all forms.

Neo-Spartan Skills

Used to military life and recognizing their own importance on the battlefield, Neo Spartans begin play trained in Command and Common Lore (War).

Neo-Spartan Traits

Each Neo-Spartan begins play with 4 traits, two of which are Positive and two of which are Negative. Choose two traits from each of the following lists.

Positive Traits:

Trained for War - After years spent with a gun gripped tightly in their hands, Neo-Spartans have gained a preternatural connection with the modern implements of death. They treat the breach of any ranged weapon wielded to be two higher than it is listed to be.

Know your Enemy - Clocking in thousands of hours in the simulator against Angelic templates grants Neo-Spartans an edge on finding where and when to strike. The character gains the Hatred (Angels) talent as from Dark Heresy.

Loyalist - The character has been trained and prepared for some of the greatest mental stress the human body can take and live. The character may spend a Fate Point to take any status effect measured in rounds



applied to him or his Evangelion and reduce its duration by a number of rounds equal to your OD's FB or your own WPB (whichever is higher), to a minimum of 0 rounds.

Reputation - The Neo-Spartan, having been raised and trained by Nerv, has a lot of history with the people that work there. He gets the Good Reputation (Nerv) talent.

All I See are Weapons - A Neo-Spartan is trained to never let their guard down, and to protect the most valuable asset in Nerv: the pilots. Improvised weapons in their hands, instead of dealing 1d10-2 damage, deal 1d10+1 damage, and furthermore do not have the primitive trait.

Negative Traits:

Memento - Nerv's training is often brutal and in the process many Neo-Spartans lose all ties with their past life and family. However, some manage to keep hold of some fragment of their past. The Neo-Spartan has, in their possession, one small item that they consider irreplaceable and of immense value. If taken or lost, the Neo-Spartan must use any means available to retrieve it and suffer a -10 to all tests until they have it back in their possession. If lost permanently, the -10 penalty persists until the character opts to take 10+1d5 insanity.

Living Weapon - Neo-Spartans are taught that the best course of action isn't to think of a way out of a situation but to smash their way through it. This Gordian Knot approach is so ingrained that the Neo-Spartan must test WP try to peacefully solve a problem that could be solved easier with a proper application of force. If the Neo-Spartan would be required to harm a superior in the process, the WP test is considered an automatic success.

Starting Wounds

Neo-Spartan characters start with 1d5+ TB + 8 wounds.

Fate Points

Roll a 1d10 to determine starting Fate Points. On a 1-8, the character has 2 Fate Points. On a 9-10, they have 3.

Lone Wolf - All organizations know the benefit of having self-reliant employees. Nerv's training staff unfortunately went a little far in pursuing that goal and the character thinks that he doesn't need anybody else to succeed. Any ability that grants a numerical bonus through assistance (e.g. Gang Up, Aid Another, or Precision Targeting) is halved.

Repression - Burying something away isn't the same as being over it. Either as a result of less than human methods of training or trauma from before even being inducted into the Neo-Spartan program, the character's mental state isn't as stable as it seems. They treat their insanity total as 10 higher for the purpose of WP test modifiers and disorders.

Know Your Place - All insubordination and cleverness when reporting to superiors was slowly beaten out of most Neo-Spartans. Unlike other pilots, you are a viable target for the Command skill.

PRODIGY

"Subjects from a civilian background are usually pulled due to being a statistical outlier in a particular category that makes them specifically suited well to piloting and synchronizing with an Evangelion. Due to the fact that prior to their contact with the program they have believed the global facade that we have presented to the world regarding second impact, they generally are psychologically unprepared for the realities of the program. In practice, the best way to receive continued positive results is to carefully cultivate and maintain the fantasy that they will be allowed to leave."

-Dr. Amber Dickson, private address at NERV conference.



Not long ago, you had never even heard of the Evangelions. You were among the vast majority of humanity that truly believed Second Impact to be the result of a meteorite strike. That comfortable lie has since been shattered. You have been tapped by a powerful organization to pilot a living weapon of war. Whether they knew of your talent before or only recently discovered you, you possess the ability to synchronize with your Evangelion without years of training.

Prodigy Skills

As a member of the general populace, a Prodigy is less sheltered than other pilots. They begin play trained in any two Common Lores.

Prodigy traits

Each Prodigy begins play with 4 traits, two of which are Positive and two of which are Negative. Choose two traits from each of the following lists.

Positive Traits

Natural Talent - A Prodigy can come from virtually any walk of life, and many have some personal knack or skill as a result of their upbringing. The Prodigy may add a +5 bonus to any single Characteristic other than WS, BS, Ag or SR.

Beginner's Luck - Sometimes things just go a Prodigy's way. Whenever a Fate Point is spent in order to reroll, gain a +10 bonus to that reroll.

Expert Coward - Unlike other pilots, Prodigies have not been taught to swallow their fears and stare down an enemy barreling down on them. They may automatically succeed at breaking from or resisting a Grapple and may use the Disengage Action as a Half instead of a Full Action. By succeeding at an Acrobatics test,

a Prodigy may use Disengage as a Reaction Action.

Stable - Something about growing up in the care of normal people seems to have left you better off at handling your issues, at least until the stress kicks in. Your most expensive Drawback only applies when you have no Fate Point left to spend. If two Drawbacks tie for most expensive, pick one.

Synch Flux

By some quirk of fate or biology, the Prodigy has some degree of control over how their Synch Ratio fluctuates. Whenever Synch Disruption is rolled, roll an extra 1d10. This 1d10 can added to, or removed from, the normal Synch Disruption roll.

Negative Traits

Unprepared - You were not trained for this, and you are not ready for the stresses of your position. Frankly, it's a wonder that anyone is. Whenever you take Insanity as a result of Critical Damage, take 1 extra.

Open Mind - The Prodigy's strange connection to their Evangelion unfortunately makes them easily disturbed and distracted by foreign sensations from its Nervous system. The character's Feedback Threshold is 1 lower than normal.

Untrained Eye - Lacking the combat training of other Pilots, a Prodigy lacks the skill to feel openings in enemy defenses. They suffer a -3 penalty to both WS and BS Characteristics.

Starting Wounds

Prodigy characters start with $1d5 + TB + 6$ wounds.

Fate Points

Roll a 1d10 to determine starting Fate Points. On a 1-7, the character has 2 Fate Points. On a 8-10, they have 3.

Pacifist - A Prodigy is not a soldier. The taking of another human's life is abominable to them. In order to take any action that they know would harm another person, they must first spend a Fate Point. After this expenditure, this trait may be ignored for the rest of the confrontation, or session, whichever is shorter.

Empathic - Abnormal Synch Ratios are commonly detected in Prodigies, representing a closer tie to the Eva than should be expected. Whenever the pilot takes Ego Damage, they take an extra amount equal to their current SR Bonus.

EMERGENCY

MANUFACTURED

"In regards to my latest denial of accepting another manufactured candidate, I must officially protest the constant pressure to use manufactured candidates over the standard trained candidates or the statistical anomalies that you have codenamed 'prodigy'. Yes, they are quiet suited to their task. Yes, they are easily replaced and we have several backups in storage as we speak. Yes, they even have a delightful array of code phrases, conditioned responses, and cognitive impairment that makes them good little soldiers. In our attempts to develop an appropriate candidate for Evangelion use, we seem to have ignored the fact that we have managed to create the first biologically separate caste of a human being. Do you expect the Angels to exist forever? What is going to happen to these pilots when we no longer need them?"

-Dr. Amber Dickson, communications with SEELE

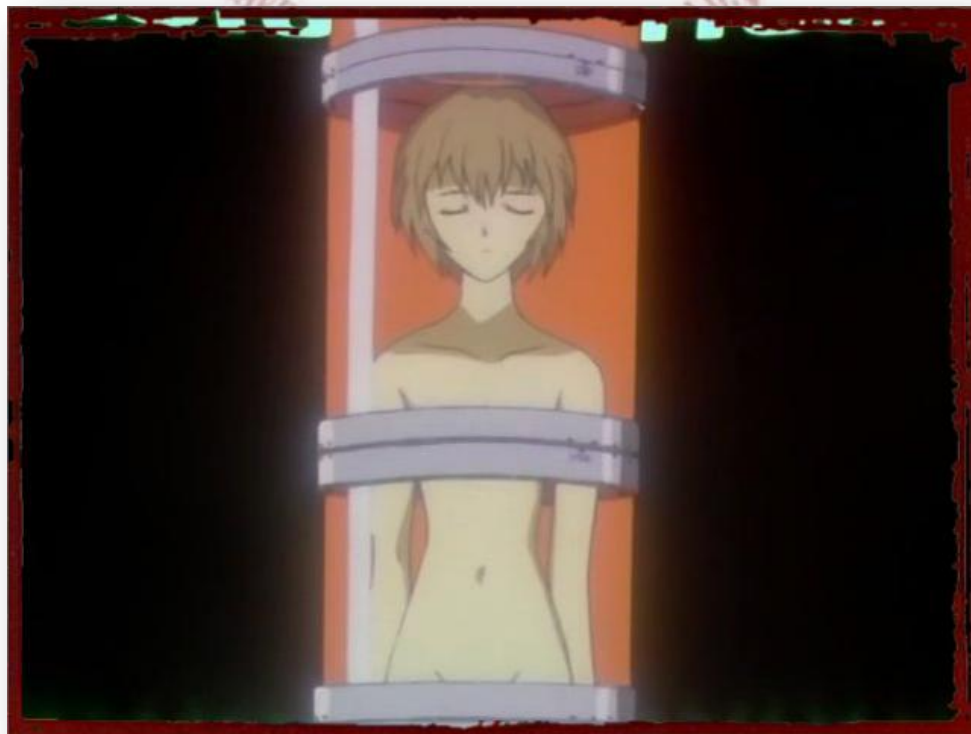
After it became obvious that Evangelions wouldn't synchronize with just anyone, many different solutions were investigated. You are the result of one such solution: a genetically engineered human specifically designed for synchronization.

Manufactured Skills

Many manufactured display personality traits bordering on the Autistic or Sociopathic. All manufactured begin play trained in Logic and Deceive.

Manufactured Traits

Each Manufactured begins play with 4 traits, two of which are Positive and two of which are Negative. Choose two traits from each of the following lists.



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Positive Traits

Replaceable - Some Manufactured lines are considered genetically stable enough and important enough to be batch grown. Thus, if one copy should fall in the war with the Angels, another can take its place. Manufactured with this trait begin play with 1d5+3 backup bodies (including the one in use). However, this precludes being able to burn fate to survive and the character may never burn to survive for any reason, though they may choose to burn Fate to activate other abilities (such as Ghost in the Machine). Whenever the Manufactured dies, has a significant physical penalty permanently applied (such as blindness or limb loss), betrays Nerv, or would be removed from play for other reasons a GM might feel are appropriate, a clone in perfect physical health replaces the character. Any and all Assets and Drawbacks taken by the character are assumed to apply to all clones equally.

Distinguished Donor - There's no sense in not using perfectly good existing genetic material if the opportunity arises. The Manufactured is the spitting image of one of their genetic donors and it is not uncommon for people they have never met to feel like they know them. The character gains the Peer talent for a group of their choice. In addition, the genetic strengths of the donor shine through. The character gains an extra 5 Depth to spend on assets and one of the bought assets should be strongly implied to be an inherited trait.

Feedback Buffer - Manufactured have been specifically designed to handle the rigors of piloting. Their Feedback Threshold increases by 1.

Superior Specimen - When engineering a human being, there is no reason not to have them win the genetic lottery in the process. The Manufactured's Strength, Toughness, and Agility Characteristics all increase by 3.

Implanted Memories - Nerv can't simply wait around for Manufactured to learn naturally so they did the next best thing: implanting the memories of someone who did. Choose any two skills that are not Dodge, and gain the Talented talent for them both.

Negative Traits

Flawed - Whether due to a rushed job or an unforeseen complication, the Manufactured is deeply afflicted by problems. The character must take an additional 10 Depth worth of drawbacks in addition to the minimum 10. These Drawbacks do not count towards Depth available to spend on Assets.

Gullible - The speed at which Manufactured are brought to maturity sometimes means they fail to gain certain social capabilities, specifically an inability to notice ulterior motives. Barter, Blather, Charm, and Deceive Tests made against the character are at a +20 bonus.

Artificial Ego - The compressed development time for Manufactured can occasionally impact negatively on the growth of something far more important than the body. The maximum value of the Character's Ego pool is 10 less than it should be.

Starting Wounds

Manufactured characters start with 1d5+ TB + 7 wounds.

Fate Points

Roll a 1d10 to determine starting Fate Points. On a 1-9, the character has 2 Fate Points. On a 10, they have 3.

Mental Conditioning - Various forms of subliminal messaging and indoctrination have been used to make Manufactured incredibly obedient resources for Nerv. To disobey a direct order given in combat by a member of the organization that created them, they must pass a Difficult (-10) Willpower Test. Outside of combat this control lessens but is still present, requiring a Challenging (+0) Willpower Test to disobey.

Inhuman Biology - The saying 'keep it simple' never passes through the heads of some scientists. The Manufactured's body is internally far more complex than a human one. Choose one common substance; it is now poison to the character. If the character consumes or is in extended contact with this substance, they must test Toughness or suffer a debilitating effect of the GM's choice (such as fatigue, Characteristic reduction, or blindness). In addition, the Medicae skill cannot be used on the character.

IMPACT SURVIVOR

"Second Impact, and the melting of very nearly the entire continent of Antarctica, was the single most catastrophic event in human history. When the U.N. finally took control, nobody cared that it had long abandoned its original mission, or that it was kept in power by oppressive force, for mankind's soul had been purified by the near-apocalypse. No more would we hold ourselves apart in appeasement of tired lines of race, politics, ideology, or religion. For the first time in human history, we were united by the common goal of survival. No matter who they were, or how they survived, everyone alive who remembers the days of Second Impact shares one goal: Never again."

- Adrian Hertz, Director of Operations



Second Impact and the years of chaos that followed it was the closest thing to hell on Earth in human history. And you survived. This makes you, by implication, older than any pilot seen in the Evangelion series. How much older is very much variable, but depending on how strict the GM sets the age requirements, this background might not be available for pilots. It would, however, work for "Operations Director". Even in situations where an Impact Survivor may pilot an Evangelion, their Synch Ratio is always dramatically lower than that of those born after the Second Impact.

Impact Survivor Skills

Impact survivors learned to make do with very little. They begin play trained in Common Lore (Second Impact) and either Tech-use or Medicae.

Impact Survivor Traits

Each Impact Survivor begins play with 4 traits, two of which are Positive and two of which are Negative. Choose two traits from each of the following lists.


Positive Traits

Resourceful - Impact Survivors had to learn to do a lot with very little to make it through the shortages of everything. When spending a Fate Point to add 1 degree of success to a roll, instead add 2 degrees. In addition, by spending a Fate Point, degrees of failure may be reduced to 0.

Just Try Me - Kids these days don't know what a REAL traumatic experience looks like. Whenever the Impact Survivor takes insanity points, reduce the amount taken by their Willpower Bonus (to a minimum of 1 Insanity Point gained).

Better Lucky than Good - Lady Luck smiles on the Impact Survivor. On a failed test, they may spend a Fate Point to reverse the digits of the roll instead of rerolling.

Prepared for the Worst - A survivor of Second Impact can never be caught without exactly what they need. The Impact Survivor may spend a Fate Point to suddenly have on their person a small item even if they did not previously appear to have it. This item requires GM approval and may not be a weapon.



Impact Hero - Tough times call for brave and selfless men and women and the Impact Survivor was among their number during Second Impact. They are well known for their deeds and while it's only worth the occasional free drink most of the time, the attributes that allowed them to keep standing remain. The character's Toughness, Willpower and Fellowship characteristics all increase by +3.

Negative Traits

Trauma - No one got through Second Impact unscathed. The character begins play with 1d5 Insanity points as well as a Minor Mental Disorder of their choice.

Scarred - Either physically or mentally, Second Impact left a mark on all survivors. The character starts with a -5 to their Fellowship characteristic.

Pick Your Battles - For some, no conflict is worth any pain to themselves. When helping another person would put the Impact Survivor at risk, they must test WP. On a failure, they decide not to. If helping them is absolutely crucial to the Impact Survivor's own success or survival (such as having something they need and cannot get elsewhere), they get a +10 to their roll. This Trait cannot be taken with Loss.

Flashback - Nightmares don't always wait to claim the survivor in his sleep. Whenever they would be Stunned, they instead suffer the effects of a Hallucinogenic Grenade (details of which are in Dark Heresy) for the amount of time they would be stunned.

Loss - During Second Impact, millions of people lost their loved ones and Impact Survivor is no exception. The loss of people so close to them has affected them considerably and haunts them to this day. Whenever another human being in their presence is in danger of death, they must succeed on a difficult (-10) Willpower Test or attempt to intervene, regardless of consequences. If the Impact Survivor knows the individual personally, the penalty is instead -30.

Starting Wounds

Impact Survivor characters start with 1d5+ TB + 9 wounds.

Fate Points

Roll a 1d10 to determine starting Fate Points. On a 1-6, the character has 2 Fate Points. On a 7-10, they have 3.

Characteristics

Once you have chosen your background, you may roll your characteristics. To do this, roll 2d10 11 separate times, and write down the resulting numbers. Remove the lowest number from the pool, and assign the remaining 10 numbers to your characteristics as you see fit. Your Background will impose modifiers to various characteristics, so be sure to take that into account.

Characteristic	Base	Neospartan	Prodigy	Manufactured	Impact Survivor
Weapon Skill (WS)	2d10 +	23	20	20	20
Ballistic Skill (BS)	2d10 +	23	20	20	20
Strength (S)	2d10 +	20	20	20	20
Toughness (T)	2d10 +	25	20	20	23
Agility (Ag)	2d10 +	20	20	20	20
Intelligence (Int)	2d10 +	20	20	25	23
Perception (Per)	2d10 +	20	20	15	20
Willpower (WP)	2d10 +	20	20	23	20
Fellowship (Fel)	2d10 +	15	20	20	25
Synch Ratio (SR)	2d10 +	40	45	43	35

***Note: Unlike its parent system Dark Heresy, Adeptus Evangelion characters are assumed to roll all of their characteristics separately, and then assign them where they wish to best fit their character.**

EMERGENCY

DRAWBACKS & ASSETS

At Character Creation, all players are required to select Drawbacks for their characters which represent the flawed nature of every pilot ever seen entering an Evangelion in the series. However, in return for each drawback, the character gains a form of credit known as 'Depth.'

Each character is required to select at least 10 Depth worth of Drawbacks. A character may have as many Drawbacks as they wish, but only gain up to a total of 25 Depth. The more inconvenient the Drawback, the more Depth received in return to spend on Assets, which are much like talents. What makes Assets special is that they may be selected by any career, but only at character creation. At no time afterward may new Assets be gained even if Depth is left unspent.

It is important to note that some Assets have corresponding drawbacks that cannot be taken together, such as Fearless and Coward.

No Asset or Drawback may be taken multiple times unless specified otherwise



EMERGENCY

EMERGENCY

EMERGENCY

DRAWBACKS

"Madness, for most men, is a constant and looming dread. There is little that holds more terror than the thought of losing one's self, as though madness was some wicked doppelganger of the mind, come to kill the man you are and replace it with a cruel shadow. But the bewildering intricacy of the human mind defies any explanation so simple. Trooper Hong claims to be 'fine', but has gone to such lengths to avoid me that he has nearly killed himself twice doing it. Adrian Hertz hasn't slept for more than thirty minutes in a row in the six years that I've known him. Maxim Borusa is the only member of NERV CSAR without advanced-stage PTSD, but sleeps holding an Action Joe doll and beat a man to near-death when he took it as a prank. Dr. Chandrahan is nothing less than the most complete sociopath I have ever seen. And yet it is they who humanity chooses to safeguard its very existence. Why? They know too well that madness is not a condition, but a perspective; the ephemeral line drawn in the sand to give the functional the false assurance that they are not like the men they fear. Mad is what those who have seen too little must call those who have seen too much.

And we are all quite mad here."

-Dr. Nina Credo, chief psychologist

Dealing with Drawbacks

Drawbacks should never be seen as a mine for 'free assets'. Each Drawback chosen should fit well with a character, in many cases even going so far as to define them psychologically or physically. It is the GM's responsibility to prevent the selection of obscure drawbacks that will never make an appearance in game, and as a general rule characters in the same party should have as few overlapping Drawbacks as possible.

In a similar vein, GMs should feel free to enforce the roleplaying of the effects of a Drawback when appropriate. If a player continually refuses to roleplay a Drawback, then it would not be unreasonable to dock them an equivalent asset until they earn it back. Note that this would not actually remove the Drawback from the character, only the net benefit of having selected it.

On the other hand, players should be given room to grow. If a character begins play with a dramatic fear of heights, their battle with this fear could become a continuing sub-plot for the character. Through determination, outside help, and maybe a precipitating event or two, that character might be allowed to overcome their fear later in the campaign. The key factor is "outside help". Any Drawback that the character can supposedly 'fix' without assistance is a speed bump, not a Drawback. While in many cases overcoming a Drawback is its own reward, well done examples might be rewarded in some other small way. Truly extraordinary examples of character progression, which are the product of multiple sessions of roleplaying and result in the character itself being completely redefined, should be rewarded appropriately, even possibly with a Fate Point.

The difference between a poorly done and a well done example of overcoming a character's flaws can be a thin line. As a general rule, any Drawback supposedly 'fixed' within the first 4-6 sessions was probably not around long enough to be more than a footnote. It defaults to the GM as to how much room to help each other the players will have in any given campaign, or if overcoming their flaws is even possible at all.

Big Ego

Depth Value: 10

Effect: There's feeling good about oneself and then there's believing, and needing to prove, that one is the best of the best. In any situation when someone shows themselves to be more skilled than the pilot with this drawback, the pilot must make an Ordinary (+10) Willpower test or decide to prove their worth to those fools and show them how it is REALLY done. At the next available opportunity, the pilot must choose to attempt some action that imposes at least a net -20 penalty to its roll after all other effects have been applied. This action must be at least somewhat flashy, attention getting, or a blatant attempt to show off their skills. If the Willpower test is passed, they instead take a -10 penalty to Fellowship, Intelligence, and Perception for one hour as they force themselves to swallow their pride, which makes them irritable and distracted.

Chronic Pain

Depth Value: 10

Effect: The character suffered a serious injury in the past, and ever since then has been plagued by the wound. Whenever the character takes a level of fatigue for the first time in a session, they immediately gain one extra.

Special: This Drawback may not be taken with the "High Endurance" Asset.

Civilian

Depth Value: 10

Effect: Some are little prepared for the carnage and destruction left behind after a battle and the images of the horror never leave them. In the aftermath of each battle, the pilot gains a number of Insanity points equal to twice the tens digit of the Collateral Damage total.

Clumsy

Depth Value: 5

Effect: The character is not the most graceful of creatures, and takes a -10 penalty to all Agility based Skill Tests other than Dodge, even if another characteristic is being tested in place of Agility.

Compulsive Behavior

Depth Value: 5

Effect: The character suffers from the psychological need to repeat some specific act, often to offset some anxiety or depression. This act need not be dangerous or especially time consuming, but must be a significant detour from a normal routine. Examples include extremely thorough cleaning of the hands, or approaching and counting the number of outlets in every room they enter. In every session, until this action can be completed, the character takes a -10 penalty to all tests. Should the compulsive behavior be conditional (such as holding open doors for crowds) failure to do so when presented the opportunity triggers the -10 penalty for one hour.

Coward

Depth Value: 10

Effect: The character shies away from danger and avoids harm. He takes a -20 penalty to all rolls to resist fear.

Special: This Drawback may not be taken with the "Fearless" Asset.

Damaged Goods

Depth Value: 5

Effect: The character has suffered some sort of massive trauma in the past and never fully recovered. They begin play with 10 Insanity Points.

Dark Secret

Depth value: 10

Effect: There is a part of the character's past that must never be revealed. Be it something they did or simply saw, should it come to light it would ruin them. What this secret happens to be is a matter for the player and the GM to decide. Anyone who learns the character's dark secret (hereafter referred to as the confidant) must immediately choose and apply one of the following reactions to their character:

Anger: The confidant will not willingly speak with the character with Dark Secret for 1d5 sessions. If forced to speak face to face, any Fellowship based rolls made by the character against the confidant automatically fail, and the confidant is treated as having the Short Fuse drawback in the character's presence. If they already have Short Fuse, they fail rolls to resist its effects.

Denial: The confidant gains a major Delusion Disorder (see DH's Insanity rules) with the delusion being that the character with Dark Secret is perfectly normal. If nature of the Dark Secret ever comes up in conversation, the confidant will forcefully change the topic. If their delusion is ever openly disproven for them, they must roll on the trauma chart and afterwards there is a 50% chance that the delusion is maintained. Otherwise, the effect ends.

Evasion: The confidant will not willingly come closer than a few feet from the character with Dark Secret, and is visibly uncomfortable in that character's presence. This effect lasts for 1d10+2 sessions.

Fear: The confidant immediately rolls on the shock table (ignoring any form of fear resistance or immunity), and treats the character with Dark Secret as having Fear (1) for 1d5 weeks.

Disgust: The confidant will never use aid another or any other joint action (such as Double Team or Synchronize Group) with the character with Dark Secret. In addition, they must Test WP to perform any action whose sole purpose is to save the life of that character.

Jaded: The confidant avoids being forced to react, but immediately gains 15 Insanity points as the truth slowly festers in their mind. And because they picked the most boring option. These Insanity Points cannot be reduced or negated.

Acceptance: In rare situations, by GM approval only, the confidant may decide that their emotional attachment to the character is such that they are willing to ignore their shortfalls and stand with them. However, they are then treated the same as the character by all other confidants.

Once a reaction is chosen, it may not be changed. Depending on the nature of the secret, additional penalties and punishments may apply.

Dependent

Depth Value: 5

Effect: The pilot's sense of self-worth is overly influenced by the opinions of others. They must choose one person and, if their opinion of the pilot is ever negative, the pilot takes a -10 to all rolls for 1d5 hours and must choose a new person to become dependent on.

Depressive

Depth Value: 10

Effect: The character is prone to dark moods. At the beginning of each session, they must roll a Willpower test. If this test is failed, the character begins the session with one level of fatigue that persists for a number of hours equal to 1d5+the number of degrees of failure. No ability may remove this level of fatigue until that time is up.

Dim

Depth Value: 5

Effect: There is no easy way to say this. You are not very bright. In fact, you take a -10 penalty to all Intelligence based Skill Tests, even if another characteristic is being tested in place of Intelligence.

Diverse Troubles

Depth Value: 5

Effect: You've got problems beyond what your peers experience. Choose any one negative trait from any Background other than your own. You gain that trait.

Special: It is encouraged that the chosen trait be given a slightly different explanation than normal. A Prodigy with Inhuman Biology might instead have extreme allergies instead of having overly complex internal organs, for example.


Duty of Care

Depth Value: 15

Effect: Sometimes, surviving is its own punishment. There is someone, possibly a relative or friend, who has no one else to care for them, and is incapable of caring for themselves. Either as a result of obligation or compassion, the pilot's attachment to this ward is a defining aspect of their person. This ward, the reason for their helplessness, and the pilot's connection should be defined through discussion with the GM.

If the pilot ever believes this person to be in danger (be it direct or indirect) they must pass a difficult (-10) Willpower test or rush to their aid. If they have confirmed that their ward is in immediate danger, they automatically fail the Willpower test, though in their frenzy to help their charge they gain a +20 to all tests directly related to aiding the ward.

Should the person ever be harmed, the pilot takes 1 point of Insanity and a level of fatigue for an hour afterwards due to depression. If the ward ever dies or is taken away from the pilot permanently, the pilot immediately gains 2d10+10 Insanity Points. It may be ruled by the GM that



multiple triggers of this Drawback in a very short period of time might only count as one instance, but not if the Ward is a player character.

In addition caring for this person takes up much of the pilot's time. During the Time Management stage, all options take one extra month for the pilot to gain the listed effect.

Special: This Drawback requires special permission from the GM, and any GM unwilling to give the player time to interact with their ward in character is recommended to not allow its use. It is highly recommended that the ward of this Drawback not be another player character.

Fanatical

Depth Value: 10

Effect: Choose an organization, cause, or moral code. The character will follow the tenets of that code, or orders handed down by important officials of that organization, even if it means danger or death. Failure to attempt to do so (but not attempting to and failing) permanently sacrifices a Fate Point.

Foe

Depth Value: 5

Effect: Someone, for real or imagined reasons, hates the pilot and seeks to ruin him. This person may be a superior officer, news reporter, or even a humble yet resourceful member of the janitorial staff. The foe should be a constant interference in the pilot's life, either as a nagging nuisance or legitimate threat. The GM and player should discuss who this person is and why the situation exists.

Hoarder

Depth Value: 5

Effect: In a post-Impact world, resources are often scarce. Either because their caretakers never provided it, or because their family never had much to go around, the pilot is used to having only as much as they could gather and keep to themselves. Even now, these old habits have a firm hold on them, and they have a tendency to collect and store things "just in case." In addition, sharing is against their nature and, unless someone uses Charm, Command, or Intimidate to coerce them, the character must test Willpower or refuse to let something leave their possession, no matter how much someone else might want or need it.

Impetuous

Depth Value: 10

Effect: The character tends to rush into things, engaging the enemy with gusto and throwing caution to the wind. In any combat, the player may not replace a destroyed umbilical, neutralize, or willingly spend a turn doing nothing UNTIL they have performed one of the following actions: All Out Attack, Charge, Full Auto, or used a ranged attack in Point Blank Range.

Inattentive

Depth Value: 5

Effect: The character is not very alert, and takes a -10 penalty to all Perception based Skill Tests, even if another characteristic is being tested in place of Perception.

Ineptitude:

Depth Value: 5

Effect: Choose one basic skill. The pilot automatically fails that basic skill and may never gain bonuses to it.

Lonely

Depth Value: 5

Effect: The pilot doesn't handle being by themselves very well. They take a -10 to all tests made when they are isolated with no other people around. Being alone in a space would only count if they were not in contact with other people at the time; as such, this does not apply to being in the entry plug during a battle, as the constant contact with Nerv's support staff and other pilots provides plenty of emotional reinforcement.

Low Pain Threshold

Depth Value: 5

Effect: The character's Toughness bonus is considered to be half (round down) its actual value for the purpose of Feedback Threshold and Personal Scale damage reduction.

Special: This Drawback may not be taken with the "High Endurance" Asset. This applies to the pilot, not their Evangelion.

Medicated

Depth Value: 5

Effect: Choose any one Characteristic that is not WS, BS, Fel or SR. The pilot has a chronic condition that threatens that Characteristic, and any week in which they do not take medication for their conditions means they reduce that Characteristic by 1d10 until they do receive their medication and get some rest. However, even then, their chosen Characteristic is not restored to full as they permanently lost 1 point in the Characteristic per week without medication as their body has been weakened by the stress.

Meek

Depth Value: 5

Effect: The character is far from outgoing and takes a -10 penalty to all Fellowship based Skill Tests, even if another characteristic is being tested in place of Fellowship.

Overweight

Depth Value: 5

Effect: The pilot's Agility Bonus is treated as 1 less for determining speed outside of the Eva. If it makes you feel any better, you can tell people it is glandular... assuming you have the Deceive skills to pull that off.

Special: This Drawback may not be taken with the "Fast" Asset.

Phobia

Depth Value: 5

Effect: Your character has an irrational fear of some specific thing. This is no mere squeamishness, but rather a paralyzing fear that represents a real issue for the character. When exposed to, or confronted by, their phobia they must immediately test willpower. This willpower test is not treated as a fear test in regards to any bonuses, immunities, or any other condition that would be to the character's benefit. On a failure, the character must roll on the Trauma table, modified as normal by any degrees of failure.

Special: This Drawback may not be taken with the "Fearless" Asset.

Physically Challenged

Depth Value: 15

Effect: The character has trouble moving due to some physical injury, deformity, or neurological condition. The character may only crawl without the use of assisting equipment (such as crutches or a wheelchair). With such assisting equipment, their speed is half normal. This does not affect their Evangelion. In addition, the stress this places on their body has them roll all Toughness Tests at a -10 penalty, though their character's actual Toughness remains unchanged.

Poor Vision

Depth Value: 5

Effect: The character's eyesight is impaired, halving their perception for sight-based skills and halving the range of any ranged weapon they wield. The exact cause of this impairment can range wildly, from partial blindness to an actual missing eye. However, no matter the reason, this impairment cannot be corrected or mitigated. Saying that the character has poor eyesight, but then wears corrective lenses to negate it, would not be a valid use of this Drawback.

Prejudice

Depth Value: 5

Effect: The character considers one demographic to be subhuman, and will not willingly tolerate their presence. Should they be forced to, all skills involving them take a -20 penalty as the pilot barely contains their disgust.

Repellent

Depth Value: 5

Effect: The character has a very polarizing personality. Maybe they are a sleaze that makes every woman's skin crawl, or just don't get along with their peers. In any case, this drawback represents a flaw in the character's personality rather than any physical unattractiveness. They may only use half their Fellowship score when interacting with a gender of their choice. This does not affect their ability to take the Asset "Charming."

Sadistic

Depth Value: 10

Effect: The pilot likes causing others pain way more than they should. It's even hard for them to resist doing so when presented the opportunity. When the character has a clear chance to cause pain or discomfort (either physical or emotional) to another person and they are reasonably sure that they can get away with it, they must. If they choose to let the opportunity pass without incident, they must make a Willpower Test. On a failure, one unspent Fate Point they have is considered spent for the rest of the session. If the character and the potential target are on bad terms already, or the character would otherwise have special reason to want this person to suffer, they take a -30 penalty to the test.

Second Fiddle

Depth Value: 15

Effect: The pilot naturally assumes a subservient role to another, more dominant, personality. Choose one other player character or suitable NPC. The pilot will never intentionally show them up, and has a tendency to follow them around and do what they say. Should the pilot ever roll higher than the chosen person for Initiative, they are wracked by indecision and instead go immediately after them in the turn order. Any roll to oppose a Fellowship based skill used by their role model is at a -30 penalty, and the pilot takes a -10 to all rolls for 1 hour whenever they are scorned by the person they are subservient to. Should this person die, appear to have died, or somehow become their mortal enemy, the pilot gains 1d10+5 insanity points and rolls on the Mental Trauma chart as if they had 2 degrees of failure.

Unlike the Dependent Drawback, once chosen the person who the character is subservient to is permanent. The choosing of this dominant person may be delayed until after character creation at the GM's discretion, but it must be chosen by the beginning of the second session of play.

Short Fuse

Depth Value: 5

Effect: The character has a hard time controlling himself when he gets angry. When confronted or otherwise stressed and agitated, they must pass a Willpower test or fly into a rage either yelling at the source of their anger or trashing the surrounding environment. Punching someone in the face might also be appropriate, if ill advised.

Shy

Depth Value: 5

Effect: The character is heavily introverted, and does not do well in social circles where they are not already comfortable. As such, they take a -20 penalty to Fellowship based tests when interacting with someone they have never met before, or with large crowds.

Suicidal

Depth Value: 5

Effect: The character has no survival instinct, and will not retreat from combat of their own will. If the character is asked to, or would have a motivation to retreat from a fight that isn't their own wellbeing, they may test Willpower to act normally.



Unlucky

Depth Value: 10

Effect: You are incredibly unfortunate. Bad things happen to you. Frequently. It hasn't killed or crippled you yet, but your life is still a parade of misery. Whenever you would spend a Fate Point, roll a 1d10. On a roll of 9, the Fate Point is spent but you get nothing in return, regardless of whether you attempted a reroll or tried to use a talent. This does not affect anything related to Burning a Fate Point, only spending one.

Special: This Drawback may not be taken with the "Uncanny Luck" Asset.

Unstable

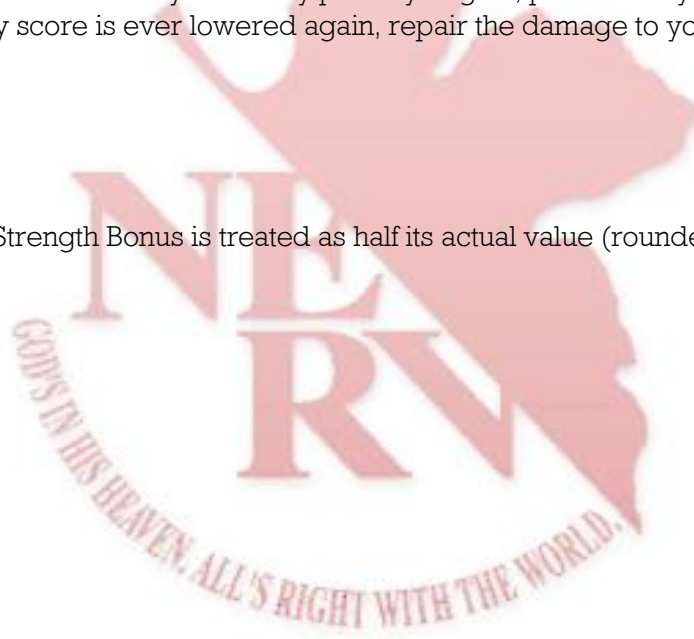
Depth Value: 10

Effect: Your synchronization with your Evangelion is a product of training and willpower as much as it is natural talent. A perfectly honed mind for the task. But as that mind becomes weak, so does your Synch Ratio suffer. For every 3 Insanity points you gain, permanently lower your Synch Ratio by 1. If your Insanity score is ever lowered again, repair the damage to your Synch Ratio as fitting for the amount.

Wimp

Depth Value: 5

Effect: The pilot's Strength Bonus is treated as half its actual value (rounded down) for all effects.



ASSETS

Academic

Depth Value: 10

Effect: Before joining Nerv, the character received extensive higher education.

Academics gain the following:

Higher Education: Become trained in 2 Common Lore and 1 Scholastic Lore of your choice.

Thesis Paper: Gain the "Talented" Talent in one of the three skills chosen above.

Special: This Asset may only be taken by characters with an Intelligence score of 40 or higher.

Athlete

Depth Value: 10

Effect: The character is in excellent physical shape, enough to be a star in some sport or field game.

Athletes gain the following:

Physical Endurance: The character may spend a Fate Point to remove all their levels of Fatigue.

Training Regime: The character trains their body with great efficiency. When making use of the "Physical Training" Time Management option, the character may test the characteristic they want to improve afterwards. On a success, they have enough time left over to use another Time Management Option that month that isn't "Physical Training".

Tough Guy: In unarmed combat, the character deals 1d5 + SB damage. Also, add 2 to SB for the purpose of determining carrying capacity in personal scale.

Special: This Asset may not be taken with the Skinny or Overweight Drawbacks.

Catlike

Cost: 5 Depth

Effect: The character is gifted with uncanny elegance, a stealthy gait, and the almost preternatural ability to move without making a sound. The character begins proficient in Silent Move and Shadowing.

Celebrity

Depth Value: 15

Effect: Prior to being recruited by Nerv, this character had a fairly active entertainment career, or other place in the spotlight. Perhaps a child star, or niche singer, or poster boy for a brand of snack cakes. Regardless, they have a talent for entertaining people that grants you training in the Performer skill, as well as the Talented(Performer) talent. In addition your previous glory has not been totally forgotten, granting you the Peer(Media) and Peer(Fans) talents.

Special: This Asset has a large impact on public reaction to the character, as well as the tone of the game, and as such requires GM Permission to take.

Charming

Depth Value: 5

Effect: Gain a permanent +10 to Fellowship based skills involving the gender of your choice.

Common Sense

Depth Value: 5

Effect: A sense that is uncommonly found in individuals despite the name. A character with this asset may, no more than once per session, consult with the GM about a specific course of action. The GM is required to explain if and how the idea is inherently flawed but only in the context of information the character can be expected to know.

Cynic

Depth Value: 10

Effect: The character is less easily swayed by emotion and always reads between the lines, looking for the catch. They begin play with the Scrutiny skill, and furthermore gain a +20 to Scrutiny to resist Charm and Deceive.

Driven

Depth Value: 10

Effect: Never give up, never surrender. The character with this trait lives up to those words, never backing down in the face of adversity. The character gains a conditional Fate Point that may only be spent in situations to overcome incredible odds or when refusing to back down from a superior enemy. This Fate Point may never be burnt and must be announced as being used specifically as opposed to the character's normal pool of Fate Points.

Eidetic Memory

Depth Value: 5

Effect: The character has an uncanny knack for remembering details that others would consider trivial and long since forgotten. Some people call this a photographic memory. They gain the Total Recall Talent from Dark Heresy.

Egghead

Depth Value: 5

Effect: Gain proficiency in, and the "Talented" Talent for, any one Intelligence based skill.

Special: This Asset may be taken multiple times, but no more than the character's Intelligence Bonus.

Fast

Depth Value: 5

Effect: There is something to be said about the ability to run away from things very quickly. The character may spend a Fate Point and a Reaction Action in order to move a distance equal to their Full Move. This may be done at any point during anyone's turn, but only before or after actions are taken, not during. In addition, the character gets +1 AB when determining their speed that does not apply to their Evangelion.

Fearless

Depth Value: 15

Effect: Legendary courage or simply a special form of insanity? Either way the character gains +10 to all tests to resist fear and are treated as if they had 20 more Insanity Points than they actually do for the purposes of Fear immunity.

Special: This Asset may not be taken with the "Coward" Drawback.

Healer

Depth Value: 5

Effect: An apple a day may keep the doctor away, but it doesn't help much at all when someone's actually been hurt. Having training in first aid does, and the character has learned to do more than just that. They gain Proficiency in the Medicae skill and gain the Master Chirurgeon Talent from Dark Heresy.

Special: This doesn't mean you are a doctor. Though it does mean you start play with a free First Aid Kit!

High Endurance

Depth Value: 10

Effect: Any time the character takes a level of fatigue, they may attempt a Toughness Test. On a success, they reduce the total levels of fatigue taken by 1 to a minimum of zero. In addition, their Feedback Threshold is increased by 1.

Special: This Asset may not be taken with the "Chronic Pain" Drawback.

Incredible Sense

Depth Value: 5

Effect: Choose 1 sense (Sight, Smell + Taste, Hearing, or Touch). For the purposes of this asset, Smell and Taste are considered to be the same sense. You gain a +20 bonus to all Perception based Tests (including Awareness), but only for what can be detected with that single sense.

Special: You may not choose Sight for this Asset if you have the Poor Vision Drawback.

Innovative

Depth Value: 10

Effect: Creativity and imagination have their own place on the battlefield. The character gains one conditional Fate Point that may only be spent when attempting a creative plan of their own making or when using a skill in an unorthodox way. This conditional Fate Point may never be burnt, and must be announced as being used specifically as opposed to the characters normal pool of Fate Points.

International

Depth Value: 5

Effect: The character was raised in an environment that left them well-suited to pick up new languages on the fly. Or perhaps English is their second language and after that everything else is easy. In either case, the character begins play with an extra language and halves the cost of Skill Proficiencies in additional Speak Language skills.

Mad Skill

Depth Value: 5

Effect: Mental health is fine, but sometimes being reasonable doesn't help anyone. Nor does pushing the limits of the human body or an Evangelion to the limit come naturally with sanity. At any time when the character would gain 1 or more Insanity Points, they may spend a Fate Point. For the next 5 rounds, they may add half their Insanity score as a free bonus on all rolls dependent on a single characteristic chosen when the Fate Point is spent. When the 5 rounds are over, immediately roll on the Trauma table, adding half your Insanity Score to the d100 result.

Made For Each Other

Depth Value: 5

Effect: The characters assignment to their Evangelion wasn't random. Either they were selected to pilot this Evangelion because it was believed it suited their style, or the Evangelion was built to incorporate some element to better suit them. In either case, you have a greater level of control over your Evangelion's Distinguishing Features. Roll one less 1d10, but for a single Distinguishing Feature category of your choice you may select any one option from the appropriate chart. Your Evangelion has this feature as if you had rolled it. For the remaining Distinguishing Features, apply the rolls you did make as normal.

Special: This Asset may be taken multiple times, but subtracts an additional 1d10 roll each time, and may only apply once per chart.

Military Nut

Depth Value: 5

Effect: Wargames, wars, and the implements of wars; is there anything better to know about when a war comes a-calling? Begin play trained in the "Common Lore (War)" and "Scholastic

Lore (Tactics)" skills, as well as the Talents "Talented(Common Lore (War))" and "Talented(Scholastic Lore (Tactics))".

Mimic

Depth Value: 5

Effect: Some people collect stamps, others collect voices. Nothing strange about that. As the Talent from Dark Heresy.

Paranoia

Depth Value: 5

Effect: Normally extreme suspicion and distrust is viewed as a negative trait. But in the dangerous, post-Impact world of the Eva pilots, it can save your life. As the Dark Heresy Talent of the same name.

Prepared

Depth Value: 10

Effect: Some people can feel the winds of change and get ready for the oncoming storm. Gain an extra 100 experience points to spend; they do not count towards rank.

Privileged Family Name

Depth Value: 10

Effect: The character's family is exceptionally rich or well-connected, and their name is recognizable and carries significant weight in her home sprawl — so much so that the character's very name is a get out of jail free card for small misdemeanors and violations of the law (such as being caught carrying a weapon or driving a car without a license). Local NPCs will think twice before harassing or physically intimidating the character. Privileged Family Name can also be a bane if abused, since it makes the character easier to identify. The character has enough influence to, one time only, call in a favor equivalent to an IOU(Political).

Resilient Metabolism

Depth Value: 5

Effect: True heroes train their internal organs and imbue them with the discipline and efficiency of a modern Special Forces unit. Eating substandard food causes no problems for the character and they gain Resistance (Poison), +20 to any tests to resist illness, and automatically pass the toughness test when hit by Toxic weapons at P or E scale.

Shrewd

Depth Value: 10

Effect: Brilliant negotiator and master of the social arts, the character gains one conditional Fate Point that may only be spent in critical negotiations of business or diplomatic nature. This conditional Fate Point may never be burnt and its use must be announced specifically.

Spending this conditional Fate Point for purposes other than “rerolling a failed Test” or “adding 1 degree of success” are highly questionable.

Soldier

Depth Value: 15

Effect: Prior experience in battles outside of an Evangelion before coming to Nerv brings its own advantages for fighting Angels.

Soldiers gain the following:

Battlefield Experience: As the “Jaded” Talent from Dark Heresy. +20 to WP tests to snap out of Fear. The character may unjam a weapons as a half action.

Tough Guy: In unarmed combat, the character deals 1d5 + SB damage. Also, add 2 to SB for the purpose of determining carrying capacity in personal scale.

Thrill Seeker

Depth Value: 5

Effect: Undaunted in the face of danger and the unknown, the character pursues them with relish. Whenever the character spends a Fate Point in situations where they are outmatched or performing some dangerous feat of exceptional bravery, roll a d10. On a roll of 9, the Fate Point is not spent. This applies to conditional Fate Points as well.

Special: This Asset may not be taken with the “Coward” Drawback.

Troublemaker

Depth Value: 10

Effect: Raised without proper discipline, the character spent their younger years constantly getting into trouble. And they got good at it. Troublemakers gain the following:


Street Skill: Become trained in any two of the following: Concealment, Deceive, Gamble, Silent Move or Sleight of Hand.

Trouble with Authority: Anyone in a position of apparent authority over the pilot takes a -20 to their Charm skill tests to coerce them in any way. Intimidate works just fine, though.

Uncanny Luck

Depth Value: 5

Effect: A few lucky wins on scratchcards, a small payout from a local lottery, finding twenty bucks on the street; the character has a record of having chance go their way. The character is



considered to be trained in the 'Gamble' skill and once per session may choose to modify any single, already rolled skill test by rolling 2d10 and subtracting the total from their roll.

Unremarkable

Depth Value: 5

Effect: Everyone is special, unfortunately or fortunately for the character, they are especially good at being forgotten. As the talent of the same name from Dark Heresy.

Unshippable

Depth Value: 5

Chastity in this modern age requires either a strong will or incredible naiveté, enough to make the most direct forms of emotional manipulation fall flat. Choosing this asset grants the Chem Geld talent from Dark Heresy and immunity to the effects of the Charming asset.

Special: If the character willingly enters into a romantic relationship, this Asset is lost, only in relation to that individual.





CAREER PATHS

-  **Skirmisher**
-  **Pointman**
-  **Berserker**
-  **A.T. Tactician**

CAREER PATHS

For obvious reasons, the careers from Dark Heresy would not be appropriate for play in Adeptus Evangelion. Four Pilot Careers are provided below: Berserker, AT Tactician, Skirmisher and Pointman.

Talents marked with a ^{DH} are to be found in the Dark Heresy Core Rulebook.

Scale

Adeptus Evangelion takes place in two scales of play: Personal Scale and Evangelion Scale. Pilots operate in both scales, and gain abilities geared for this purpose. However, pilots are only in one scale at a time. There are many Evangelion Scale abilities that are mechanically the same as those in the Personal Scale Dark Heresy system. Of these, there are many that the Pilot simply cannot use outside of an Evangelion's Entry Plug.

To avoid confusion of where this line is drawn, a new Column has been added to all Rank charts for all available Pilot career paths. This is the Scale column, and may have any one of the following values in each row:

E: (Evangelion) This means that the listed Skill or Talent may only be used by the character when piloting an Evangelion. This is usually an ability that the Pilot is simply incapable of doing themselves.

P: (Personal) This means that the Listed Skill or Talent may only be used by the character when outside of an Evangelion, or in rare cases when the pilot is physically acting inside of the Evangelion. This is usually an ability that the Pilot does which the pilot can only do face to face, and which does not translate to being inside a giant war machine.

E/P: (Evangelion/Personal) This means that the Skill or Talent crosses over the scale barrier, and the Pilot may use it in both scales. This is usually an ability that the Pilot possesses that they can use to full effect both on their own as well as from the perspective of an Evangelion.

The non-pilot Career of Operations Director is incapable of Piloting an Evangelion, and as such may only operate in the Personal Scale.

In the case of Prerequisites where the scale is ambiguous, the Prerequisite must always be met in the same scale or scales as the talent is listed. A P-scale talent must be met by the pilot, an E-scale talent must be met by the Eva, and an E/P talent must be met by both. This is primarily concerned with Characteristic prerequisites, which often could apply to either the pilot or the Eva.

Skirmisher

"You know, hitting the broad side of a barn used to mean something that was very easy. But when you are 40 meters tall, even the broad side of a barn is actually quite tiny! I can still hit it, though."

- Hikari Moto, the 6th Child.

Where Berserkers and A.T. Tacticians are the specialist pilot careers, Skirmishers are the invaluable general fighters. No other pilot class can possibly match their sheer skill and finesse in combat, or their mastery of heavy weapons. Skirmishers, rather than rely on Evangelion specific attributes such as A.T. Fields and Berserking, uses fighting styles and combat maneuvers that have been used by the best human fighters on the ground for generations.

High level Skirmishers can be masters of Melee or Ranged combat, and use their weapons to devastating effect. Successful Skirmishers do not focus on a single weapon above all others, but instead keep a small armory of weapons handy, deploying with the right weapon for the job every time.

Characteristic	Simple	Intermediate	Trained	Expert
Weapon Skill	100	250	500	750
Ballistic Skill	100	250	500	750
Strength	200	350	500	750
Toughness	200	350	500	750
Agility	100	250	500	750
Intelligence	200	350	500	750
Perception	100	200	300	400
Willpower	250	500	750	1500
Fellowship	200	350	500	750
Synch Ratio	250	500	750	1500

Starting Skills: Speak Language (English) (Int), Literacy (Int), Speak Language (any) OR Common Lore (Any)

Starting Talents: AT Power (Deflective Field), A.T. Power (Neutralize), Skill Proficiency (Twice), Structural Upgrade, Weapon Upgrade

Starting Gear: Standard Plugsuit, Standard Entry Plug, Nerv ID

Rank 1 : SCOUT(0-999)

Advance	Freq	Scale	Cost	Type	Prerequisites
Awareness	1	E/P	100	S	---
Dodge	1	E/P	100	S	---
Skill Proficiency	3	E/P	100	T	---
Catfall ^{DH}	1	E/P	100	T	Ag 30
Quick Draw ^{DH}	1	E/P	100	T	---
Commission	1	E	200	T	---
Weapon Expert	1	E	200	T	---
Biological Upgrade	3	E	100	T	---
Structural Upgrade	3	E	50	T	---
Weapon Upgrade	3	E	50	T	---
Sound Constitution ^{DH}	1	P	50	T	---

Rank 2 : WARRIOR (1000-1999)

Advance	Freq	Scale	Cost	Type	Prerequisites
Skill Proficiency	4	E/P	100	T	---
Skill Training	1	E/P	100	T	Skill Proficiency
AT Power (A.T. Ping)	1	E	100	T	---
Manipulation 1	1	E	200	T	---
Berserk Charge ^{DH}	1	E/P	100	T	---
Furious Assault ^{DH}	1	E	200	T	WS 35
Leap Up DH	1	E/P	100	T	Ag 30
Lightening Reflexes ^{DH}	1	E/P	100	T	---
Rapid Reaction ^{DH}	1	E/P	100	T	Ag 40
Sprint ^{DH}	1	P	100	T	---
Target Acquisition	1	E	100	T	---
I am not Left Handed	1	E	100	T	---
Twin Weapon Wielder	1	E	200	T	WS 35, BS 35, Ag 35
Biological Upgrade	2	E	100	T	---
Structural Upgrade	3	E	100	T	---
Weapon Upgrade	3	E	100	T	---
Sound Constitution ^{DH}	1	P	50	T	---

Rank 3 : LANCER (2000-3999)

Advance	Freq	Scale	Cost	Type	Prerequisites
Awareness +10	1	E/P	100	S	Awareness
Dodge +10	1	E/P	100	S	Dodge
Skill Proficiency	2	E/P	100	T	---
Skill Training	4	E/P	100	T	Skill Proficiency
Skill Mastery	2	E/P	100	T	Skill Training
Manipulation 1	1	E	200	T	---
Blind Fighting ^{DH}	1	E	100	T	Per 30
Combat Master ^{DH}	1	E/P	100	T	WS 30
Hip Shooting ^{DH}	1	E/P	100	T	BS 40, Ag 40
Nerves of Steel ^{DH}	1	E/P	100	T	---
Akimbo	1	E	100	T	BS 40, Twin Weapon Wielder
Drop Trained	1	E	100	T	---
Expert Aim	1	E/P	100	T	---
Precision (Melee)	1	E	100	T	---
Precision (Pistol)	1	E	100	T	---
Precision (Basic)	1	E	100	T	---
Precision (Heavy)	1	E	100	T	---
Quick Spread	1	E	100	T	---
Biological Upgrade	1	E	200	T	---
Structural Upgrade	2	E	100	T	---
Weapon Upgrade	3	E	100	T	---
Sound Constitution ^{DH}	1	P	50	T	---

Rank 4 : GUNSLINGER (4000-6999)

Advance	Freq	Scale	Cost	Type	Prerequisites
Skill Proficiency	1	E/P	100	T	---
Skill Training	4	E/P	100	T	Skill Proficiency
Skill Mastery	4	E/P	100	T	Skill Training
Manipulation 1	1	E	200	T	---
Manipulation 2	1	E	200	T	Manipulation 1
Hard Target ^{DH}	1	E/P	100	T	Ag 40
Commission	1	E	200	T	---
Extra Precision	1	E	300	T	Any 2 Precisions
Marksman ^{DH}	1	E/P	100	T	BS 40
Swift Attack ^{DH}	1	E	300	T	Furious Assault, WS 40
Gravity Kick	1	E	200	T	Drop Trained
Please Move	1	E	100	T	---
Biological Upgrade	1	E	300	T	---
Structural Upgrade	2	E	150	T	---
Weapon Upgrade	3	E	100	T	---
Sound Constitution ^{DH}	1	P	50	T	---

Rank 5 : COMMANDO (7000-9999)

Advance	Freq	Scale	Cost	Type	Prerequisites
Awareness +20	1	E/P	100	S	Awareness +10
Dodge +20	1	E/P	100	S	Dodge +10
Skill Training	2	E/P	100	T	Skill Proficiency
Skill Mastery	4	E/P	100	T	Skill Training
Manipulation 2	1	E	200	T	Manipulation 1
Deadeye	1	E	100	T	WS 40, BS 40, Expert Aim
Talented(Dodge) ^{DH}	1	E/P	200	T	---
Sniper	1	E	200	T	BS 45
Biological Upgrade	1	E	300	T	---
Structural Upgrade	2	E	150	T	---
Weapon Upgrade	3	E	150	T	---
Sound Constitution ^{DH}	1	P	50	T	---

Rank 6 : GOD OF WAR (10000+)

Advance	Freq	Scale	Cost	Type	Prerequisites
Skill Proficiency	*	E/P	200		--
Skill Training	*	E/P	200	T	Skill Proficiency
Skill Mastery	*	E/P	200	T	Skill Training
Manipulation 2	2	E	200	T	Manipulation 1
Paragon of Skill	1	E	200	T	---
Extra Precision	1	E	200	T	Any 2 Precisions
Biological Upgrade	*	E	400	T	---
Structural Upgrade	*	E	200	T	---
Weapon Upgrade	*	E	200	T	---
Sound Constitution ^{DH}	*	P	100	T	---

***This talent may be bought an unlimited number of times at this rank**



Pointman

"The others are special. Hong's Eva is... unique. Camille is really smart, and does things I can't even explain. Hikari is a great shot. Me? I'm not really bad, but I'm not important like they are. We've got an entire species to fight for. Perspective is everything, and I'm cursed with having enough of it to do the things that nobody else is willing to."

- Raj Misra, Pilot of Unit 02

Adeptus Evangelion is a game where teamwork is the key to victory, and the Pointman career path epitomizes this. A well-played Pointman seems suicidal, but by their actions can shift a battle from being unwinnable to an easy victory, even if their Evangelion is in pieces by the end of it.

Pointmen combine tactical exploitation and precision teamwork to open up opportunities for other pilots to strike with impunity, as well as defend their fellow pilots with their lives. A Pointman may rarely deal damage to an opponent, but by their actions they can leave the enemy open to attack from better armed allies.

High level Pointmen are masters of defense in melee, a field where they generally thrive.

Characteristic	Simple	Intermediate	Trained	Expert
Weapon Skill	100	250	500	750
Ballistic Skill	100	250	500	750
Strength	200	350	500	750
Toughness	100	200	300	400
Agility	100	250	500	750
Intelligence	200	350	500	750
Perception	200	350	500	750
Willpower	250	500	750	1500
Fellowship	100	200	300	400
Synch Ratio	250	500	750	1500

Starting Skills: Speak Language (English) (Int), Literacy (Int), Speak Language (any) OR Common Lore (Any)

Starting Talents: AT Power (Deflective Field), A.T. Power (Neutralize), Skill Proficiency (Twice), Structural Upgrade, Weapon Upgrade

Starting Gear: Standard Plugsuit, Standard Entry Plug, Nerv ID

Rank 1 : BLOCKER (0-999)

Advance	Freq	Scale	Cost	Type	Prerequisites
Awareness	1	E/P	100	S	---
Skill Proficiency	3	E/P	100	T	---
Halt Advance	1	E	100	T	---
Maneuver Mastery	1	E	100	T	---
Hotblooded	1	E/P	100	T	---
Guardian	1	E	100	T	---
Rapid Reaction ^{DH}	1	E	100	T	---
Biological Upgrade	3	E	50	T	---
Structural Upgrade	3	E	50	T	---
Weapon Upgrade	3	E	100	T	---
Sound Constitution ^{DH}	1	P	50	T	---

Rank 2 : CHARGER (1000-1999)

Advance	Freq	Scale	Cost	Type	Prerequisites
Dodge	1	E/P	100	S	---
Skill Proficiency	4	E/P	100	T	---
Skill Training	1	E/P	100	T	Skill Proficiency
Manipulation 1	2	E	200	T	---
Sprint ^{DH}	1	P	100	T	---
Berserk Charge ^{DH}	1	E	100	T	Sprint
Interference Pattern	1	E	100	T	---
Spotter	1	E	100	T	---
Quick Spread	1	E	100	T	---
Jaded ^{DH}	1	E/P	100	T	---
Biological Upgrade	3	E	100	T	---
Structural Upgrade	3	E	100	T	---
Weapon Upgrade	2	E	100	T	---
Sound Constitution ^{DH}	1	P	50	T	---

Rank 3 : LIVING SHIELD (2000-3999)

Advance	Freq	Scale	Cost	Type	Prerequisites
Awareness +10	1	E/P	100	S	Awareness
Skill Proficiency	2	E/P	100	T	---
Skill Training	4	E/P	100	T	Skill Proficiency
Skill Mastery	2	E/P	100	T	Skill Training
AT Power (Containment)	1	E	200	T	---
Manipulation 1	1	E	200	T	---
Manipulation 2	1	E	200	T	Manipulation 1
Sacrifice	1	E	300	T	---
Impervious	1	E	200	T	---
Force Move	1	E	100	T	AT Power (Float)
Unshakeable Faith DH	1	E	100	T	Hotblooded
Furious Assault DH	1	E	200	T	WS 40
Drop Trained	1	E	100	T	---
Quick Draw DH	1	E/P	100	T	---
Biological Upgrade	2	E	100	T	---
Structural Upgrade	3	E	100	T	---
Weapon Upgrade	1	E	200	T	---
Sound Constitution DH	1	P	50	T	---

Rank 4 : EXPLOITER (4000-6999)

Advance	Freq	Scale	Cost	Type	Prerequisites
Skill Proficiency	1	E/P	100	T	---
Skill Training	4	E/P	100	T	Skill Proficiency
Skill Mastery	4	E/P	100	T	Skill Training
Manipulation 1	1	E	200	T	---
Manipulation 2	1	E	200	T	Manipulation 1
Gravity Kick	1	E	200	T	Drop Trained
Interference Pattern	1	E	200	T	---
Double Team^{DH}	1	E	200	T	---
Support Fire	1	E	200	T	---
Combat Master^{DH}	1	E	100	T	---
Counter Attack^{DH}	1	E	200	T	Furious Assault, Rapid Reaction
Tactical Blow	1	E	100	T	Maneuver Mastery
Wall of Steel^{DH}	1	E	200	T	---
Expert Aim	1	E	200	T	WS 35, BS 35
Blitz	1	E	200	T	Berserk Charge
Target Acquisition	1	E	200	T	Expert Aim
Biological Upgrade	2	E	150	T	---
Structural Upgrade	3	E	100	T	---
Weapon Upgrade	1	E	300	T	---
Sound Constitution^{DH}	1	P	50	T	---

Rank 5 : DEEPSTRIKER (7000-9999)

Advance	Freq	Scale	Cost	Type	Prerequisites
Awareness +20	1	E/P	100	S	Awareness +10
Dodge +10	1	E/P	100	S	Dodge
Skill Training	2	E/P	100	T	Skill Proficiency
Skill Mastery	4	E/P	100	T	Skill Training
Manipulation 1	1	E	200	T	---
Manipulation 2	1	E	200	T	Manipulation 1
I Cannot Be Defeated	1	E	100	T	---
Hard Target ^{DH}	1	E	100	T	---
Takedown ^{DH}	1	E	100	T	---
Leap Up ^{DH}	1	E	100	T	---
Impervious	1	E	200	T	---
Biological Upgrade	2	E	150	T	---
Structural Upgrade	3	E	150	T	---
Weapon Upgrade	1	E	300	T	---
Sound Constitution ^{DH}	1	P	50	T	---

Rank 6 : PRAETORIAN (10000+)

Advance	Freq	Scale	Cost	Type	Prerequisites
Dodge +20	1	E/P	100	S	Dodge +10
Skill Proficiency	*	E/P	200	T	---
Skill Training	*	E/P	200	T	Skill Proficiency
Skill Mastery	*	E/P	200	T	Skill Training
Manipulation 1	1	E	200	T	---
Manipulation 2	1	E	200	T	Manipulation 1
Dynamic Alternative	1	E	200	T	Counter Attack
Fearless ^{DH}	1	E	200	T	---
Biological Upgrade	*	E	200	T	---
Structural Upgrade	*	E	200	T	---
Weapon Upgrade	*	E	400	T	---
Sound Constitution ^{DH}	*	P	100	T	---

*This talent may be bought an unlimited number of times at this rank

BERSERKER

"I've seen some things in my life. I lived through Second Impact, and survived wars. I was on the ground when Israfel came through Boston. But the one thing that scares me more than anything else is those Evangelions. Nerv says that they are our only chance of getting out of this alive, but how much control over them do we really have?"

-Sergeant Walters, 2Div Infantry.

Berserkers are pilots whose usefulness is readily apparent. While skilled at melee combat, they lack skill at ranged combat and master only a fraction of their A.T. Field's true potential.

However, they share a special bond with their Evangelion that few other pilots can match. Their Evangelion will rise to protect them with increasing frequency, and as it slowly becomes more self-aware, more and more of its devastating power is realized. With encouragement from the pilot, the Evangelion can become even more monstrous a fighter than the Angels themselves.

High level berserkers are simple but effective brawlers, but mediocre at ranged combat and A.T. Field manipulation. When the pilot is in control, the Eva is strong. But when the Eva is in control, the pilot is victorious.

Characteristic	Simple	Intermediate	Trained	Expert
Weapon Skill	100	250	500	750
Ballistic Skill	250	500	750	1500
Strength	100	200	300	400
Toughness	100	200	300	400
Agility	250	500	750	1500
Intelligence	200	350	500	750
Perception	200	350	500	750
Willpower	250	500	750	1500
Fellowship	200	350	500	750
Synch Ratio	100	250	500	750

Starting Skills: Speak Language (English) (Int), Literacy (Int), Speak Language (any) OR Common Lore (Any)

Starting Talents: AT Power (Deflective Field), A.T. Power (Neutralize), Skill Proficiency (Twice), Biological Upgrade, Weapon Upgrade.

Starting Gear: Standard Plugsuit, Standard Entry Plug, Nerv ID

Rank 1 : BRAWLER(0-999)

Advance	Freq	Scale	Cost	Type	Prerequisites
Awareness	1	E/P	100	S	---
Skill Proficiency	3	E/P	100	T	---
AT Power (AT Flare)	1	E	100	T	---
Berserk Charge ^{DH}	1	E	100	T	Ag 30
Bloodlust	1	E	100	T	---
Bestial	1	E	100	T	---
Ghost in the Machine	1	E	100	T	---
Please Move	1	E	100	T	---
Biological Upgrade	3	E	100	T	---
Structural Upgrade	3	E	50	T	---
Weapon Upgrade	3	E	50	T	---
Sound Constitution ^{DH}	1	P	50	T	---

Rank 2 : SAVAGE (1000-1999)

Advance	Freq	Scale	Cost	Type	Prerequisites
Dodge	1	E/P	100	S	---
Skill Proficiency	4	E/P	100	T	---
Skill Training	1	E/P	100	T	Skill Proficiency
Manipulation 1	1	E	200	T	---
Furious Assault ^{DH}	1	E	200	T	WS 35
Hotblooded	1	E/P	100	T	---
Take Control(Relentless)	1	E	100	T	---
Quick Draw ^{DH}	1	E	100	T	---
Quick Spread	1	E	100	T	---
Self Preservation	1	E	200	T	---
Street Fighting ^{DH}	1	E	100	T	---
I am not Left Handed	1	E	100	T	---
Biological Upgrade	3	E	100	T	---
Structural Upgrade	2	E	200	T	---
Weapon Upgrade	3	E	100	T	---
Sound Constitution ^{DH}	1	P	50	T	---

Rank 3 : BEASTLY (2000-3999)

Advance	Freq	Scale	Cost	Type	Prerequisites
Awareness +10	1	E/P	100	S	Awareness
Skill Proficiency	2	E/P	100	T	---
Skill Training	4	E/P	100	T	Skill Proficiency
Skill Mastery	2	E/P	100	T	Skill Training
Manipulation 1	1	E	200	T	---
AT Power(Chaos Punch)	1	E	200	T	Manipulation 1
Controlled Rage	1	E	100	T	Bloodlust
Crushing Blow ^{DH}	1	E	100	T	S 40
Unnatural Selection	1	E	100	T	Ghost in the Machine
Drop Trained	1	E	100	T	---
Loose Control	1	E	200	T	---
Please Move	1	E	100	T	---
Rampage	1	E	200	T	Bloodlust
Take Control(Stand)	1	E	100	T	---
Take Control(Mend)	1	E	100	T	---
Resistance (Fear) ^{DH}	1	E/P	100	T	---
Restraint	1	E	100	T	---
Sprint ^{DH}	1	E	100	T	---
Hidden Horror	1	E	100	T	---
Sum of Its Parts	1	E	100	T	S 35
Together as One	1	E	200	T	SR 50
Biological Upgrade	3	E	100	T	---
Structural Upgrade	1	E	200	T	---
Weapon Upgrade	2	E	100	T	---
Sound Constitution ^{DH}	1	P	50	T	---

Rank 4 : TENACIOUS (4000-6999)

Advance	Freq	Scale	Cost	Type	Prerequisites
Awareness +20	1	E/P	100	S	Awareness +10
Dodge +10	1	E/P	100	S	Dodge
Skill Proficiency	1	E/P	100	T	---
Skill Training	4	E/P	100	T	Skill Proficiency
Skill Mastery	4	E/P	100	T	Skill Training
Manipulation 2	1	E	200	T	Manipulation 1
Awakening	1	E	100	T	---
Brutality	1	E	100	T	---
Cannibalize	1	E	100	T	---
Take Control(Destroy)	1	E	100	T	---
Gravity Kick	1	E	100	T	Drop Trained
Hard Target^{DH}	1	E/P	100	T	Ag 40
Heart of the Machine	1	E	100	T	Sum of Its Parts
I Cannot Be Defeated	1	E/P	100	T	Hotblooded
Indomitable	1	E/P	100	T	---
Rip and Tear	1	E	100	I	---
Biological Upgrade	3	E	100	T	---
Structural Upgrade	1	E	300	T	---
Weapon Upgrade	2	E	150	T	---
Sound Constitution^{DH}	1	P	50	T	---

HEAVEN, ALL'S RIGHT WITH THE WORLD.

Rank 5 : DREADNOUGHT (7000-9999)

Advance	Freq	Scale	Cost	Type	Prerequisites
Skill Training	2	E/P	100	T	Skill Proficiency
Skill Mastery	4	E/P	100	T	Skill Training
Manipulation 1	1	E	200	T	---
Manipulation 2	1	E	200	T	Manipulation 1
From the Grave	1	E	200	T	---
Hostility Restrained	1	E	100	T	Restraint
Like a Cruel Angel	1	E	200	T	SR 50
Please Move	1	E	200	T	---
Ravenous	1	E	100	T	Cannibalize
Rend Asunder	1	E	100	T	---
Together As One	1	E	200	T	SR 50
Unlimited Potential	1	E	200	T	---
Biological Upgrade	3	E	150	T	---
Structural Upgrade	1	E	300	T	---
Weapon Upgrade	2	E	150	T	---
Sound Constitution ^{DH}	1	P	50	T	---

Rank 6 : JUGGERNAUT (10000+)

Advance	Freq	Scale	Cost	Type	Prerequisites
Skill Training	*	E/P	200	T	Skill Proficiency
Skill Mastery	*	E/P	200	T	Skill Training
Manipulation 1	1	E	200	T	---
Manipulation 2	1	E	200	T	Manipulation 1
Manipulation 3	1	E	300	T	Manipulation 2
Carnage	1	E	200	T	---
Lucid Eva	1	E	200	T	Hidden Horror
Please Move	*	E	300	T	---
Quickening	1	E	200	T	---
Biological Upgrade	*	E	200	T	---
Structural Upgrade	*	E	400	T	---
Weapon Upgrade	*	E	200	T	---
Sound Constitution ^{DH}	*	P	100	T	---

*This talent may be bought an unlimited number of times at this rank

A.T. TACTICIAN

"Perhaps most chilling would be those subjects that have shown exceptional ability with regard to the manipulation of AT fields while piloting an Evangelion unit. It took two years, billions of dollars, and some of the greatest scientific minds in existence to properly deploy a deflective field under test conditions with the first prototypes. It took two weeks for the first high-synchronizing pilot candidate to declare the laws of gravity an inconvenient nuisance. The upper limits as to what these candidates can do is unknown, because no one has seen it. Their greatest advantage is that they do not know their own strength. As long as we do not tell them there is something they cannot accomplish, I expect they will continue to accomplish the impossible."

- Dr. Sama Chandrahan

The Absolute Territory Field is the ultimate defense and weapon of choice of the Angels. Evangelions are fielded against them primarily because of their ability to generate their own A.T. Fields, and fight the Angels on equal ground.

Controlling these A.T. Fields requires intense concentration. AT Tacticians supplement this with something even more vital: imagination. The reality warping properties of the A.T. Field are capable of performing actions that are blatantly impossible outside of them. AT Tacticians are capable of recognizing the awesome potential of this and exploiting it. While never rivaling the sheer firepower of an Angel, the AT Tactician can use cleverness and trickery to deny the Angels their greatest weapons, or otherwise push their team to victory against impossible odds.

High level AT Tacticians are poor at melee and mediocre at ranged, but are capable of manipulating their A.T. Fields in ways that other pilots could never hope to match.

Characteristic	Simple	Intermediate	Trained	Expert
Weapon Skill	250	500	750	1500
Ballistic Skill	100	250	500	750
Strength	200	350	500	750
Toughness	200	350	500	750
Agility	250	500	750	1500
Intelligence	100	200	300	400
Perception	100	200	300	400
Willpower	100	250	500	750
Fellowship	200	350	500	750
Synch Ratio	100	250	500	750

Starting Skills: Speak Language (English) (Int), Literacy (Int), Speak Language (any) OR Common Lore (Any)

Starting Talents: Skill Proficiency (Twice), A.T. Power (Deflective Field), AT Power (Neutralize), Manipulation 1, Biological Upgrade or Structural Upgrade.

Starting Gear: Standard Plugsuit, Standard Entry Plug, Nerv ID

Rank 1 : A.T. ADEPT (0-999)

Advance	Freq	Scale	Cost	Type	Prerequisites
Awareness	1	E/P	100	S	---
Skill Proficiency	3	E/P	100	T	---
Manipulation 1	3	E	100	T	---
A.T. Maneuver	1	E	100	T	---
Foresight ^{DH}	1	E/P	100	T	Int 30
Quick Spread	1	E/P	100	T	---
Interference Pattern	1	E	100	T	---
Biological Upgrade	3	E	50	T	---
Structural Upgrade	3	E	50	T	---
Weapon Upgrade	3	E	50	T	---
Sound Constitution ^{DH}	1	P	50	T	---

Rank 2 : A.T. FOCUSED (1000-1999)

Advance	Freq	Scale	Cost	Type	Prerequisites
Dodge	1	E/P	100	S	---
Skill Proficiency	4	E/P	100	T	---
Skill Training	1	E/P	100	T	Skill Proficiency
Manipulation 1	1	E	100	T	---
AT Power(Chaos Punch)	1	E	100	T	Manipulation 1
Manipulation 2	2	E	100	T	Manipulation 1
A.T. Maneuver	1	E	100	T	---
Blind Fighting ^{DH}	1	E	100	T	AT Power (Ping)
Magnify	1	E	200	T	Int 30 or WP 30
Resonance Pulse	1	E	200	T	---
Scan Field	1	E	100	T	Awareness
Biological Upgrade	3	E	100	T	---
Structural Upgrade	3	E	100	T	---
Weapon Upgrade	3	E	100	T	---
Sound Constitution ^{DH}	1	P	50	T	---

Rank 3 : A.T. MANIPULATOR (2000-3999)

Advance	Freq	Scale	Cost	Type	Prerequisites
Awareness +10	1	E/P	100	S	Awareness
Dodge +10	1	E/P	100	S	Dodge
Skill Proficiency	2	E/P	100	T	---
Skill Training	4	E/P	100	T	Skill Proficiency
Skill Mastery	2	E/P	100	T	Skill Training
Manipulation 1	1	E	100	T	---
Manipulation 2	2	E	100	T	Manipulation 1
Manipulation 3	2	E	100	T	Manipulation 2
A.T. Maneuver	1	E	100	T	---
Analyze Field	1	E	100	T	Scan Field
Causality Control	1	E	100	T	Manipulation 2
Interference Pattern	1	E	100	T	---
Divert Field	1	E	200	T	Resonance Pulse
Drop Trained	1	E	100	T	---
Please Move	1	E	100	T	---
Spark of Genius	1	E	200	T	Int 40
Biological Upgrade	2	E	100	T	---
Structural Upgrade	2	E	100	T	---
Weapon Upgrade	2	E	100	T	---
Sound Constitution ^{DH}	1	P	50	T	---

Rank 4 : A.T. WONDER (4000-6999)

Advance	Freq	Scale	Cost	Type	Prerequisites
Skill Proficiency	1	E/P	100	T	---
Skill Training	4	E/P	100	T	Skill Proficiency
Skill Mastery	4	E/P	100	T	Skill Training
Manipulation 1	1	E	100	T	---
Manipulation 2	2	E	100	T	Manipulation 1
Manipulation 3	2	E	100	T	Manipulation 2
Gravity Kick	1	E	200	T	Drop Trained
Kingdom of One	1	E	100	T	---
Expert Aim	1	E	100	T	WS 35, BS 35
Interference Pattern	1	E	100	T	---
A.T. Maneuver	1	E	100	T	---
Mimic Field	1	E	200	T	Analyze Field
Synchronize Group	1	E	200	T	Divert Field
Target Acquisition	1	E	200	T	---
Biological Upgrade	2	E	150	T	---
Structural Upgrade	2	E	150	T	---
Weapon Upgrade	2	E	150	T	---
Sound Constitution^{DH}	1	P	50	T	---

Rank 5 : A.T. MASTER (7000-9999)

Advance	Freq	Scale	Cost	Type	Prerequisites
Awareness +20	1	E/P	100	S	Awareness +10
Skill Training	2	E/P	100	T	Skill Proficiency
Skill Mastery	4	E/P	100	T	Skill Training
Manipulation 1	1	E	100	T	---
Manipulation 2	1	E	100	T	Manipulation 1
Manipulation 3	2	E	100	T	Manipulation 2
A.T. Maneuver	1	E	100	T	---
Brainstorm	1	E	200	T	Synchronize Group
Magnify	1	E	200	T	Int 30 or WP 30
Power Efficiency	1	E	100	T	A.T. Maneuver
Quantumsurge	1	E	200	T	Kingdom of One
Furious Assault ^{DH}	1	E	100	T	WS 35
Biological Upgrade	2	E	150	T	---
Structural Upgrade	2	E	150	T	---
Weapon Upgrade	2	E	150	T	---
Sound Constitution ^{DH}	1	P	50	T	---

Rank 6 : A.T. MAGICIAN (10000+)

Advance	Freq	Scale	Cost	Type	Prerequisites
Dodge +20	1	E/P	100	S	Dodge +10
Skill Proficiency	*	E/P	200	T	---
Skill Training	*	E/P	200	T	Skill Proficiency
Skill Mastery	*	E/P	200	T	Skill Training
Manipulation 1	1	E	100	T	---
Manipulation 2	1	E	100	T	Manipulation 1
Manipulation 3	1	E	100	T	Manipulation 2
Impossible	1	E	200	T	---
Biological Upgrade	*	E	200	T	---
Structural Upgrade	*	E	200	T	---
Weapon Upgrade	*	E	200	T	---
Sound Constitution ^{DH}	*	P	100	T	---

*This talent may be bought an unlimited number of times at this rank



TALENTS & SKILLS

 Talents

 Skills

Talents & Skills

To properly equip the pilot careers for Evangelion combat, a host of new talents was required. These talents can be found here in full. You will quickly notice, however, that not all talents used in the pilot career charts can be found here. That is because we will reprint no talent originally listed in Dark Heresy. For those, you must seek out the proper section of the Dark Heresy Core Rulebook. In any case where a Dark Heresy talent is listed in the career charts with a different set of Prerequisites than can be found in Dark Heresy, the career chart supersedes Dark Heresy.

The Skills section can be found at the end of this chapter.

Name	Prerequisite	Effect
Akimbo	BS 40, Twin Weapon Wielder	Wield two pistols or knives with ease.
Analyze Field	Scan Field	As Scan Field, but also Learn AT Powers of the enemy.
A.T. Maneuver	None	Learn minor AT based tricks.
Awakening	None	Spend a Fate Point to succeed on Berserk tests.
Bestial	Berserker	Deal extra damage with natural weapons when Berserk.
Blitz	None	Gain an extra bonus on Knockdown from a charge.
Bloodlust	None	The Pilot enters a violent, enraged state.
Brainstorm	Synchronize Group	AT Powers and ATP are shared in a Group Synch.
Brutality	None	Give natural weapons Tearing on an All Out Attack.
Cannibalize	None	Consume fallen enemies for health or BUP.
Carnage	None	Directly absorb an enemy's biomass.
Causality Control	Manipulation 2	Learn a new implementation of an AT Power you already know.
Commission	None	Apply a permanent enhancement to weapons of a specific technology you use.
Controlled Rage	Bloodlust	Have more options while in Bloodlust.
Deadeye	WS 40, BS 40, Expert Aim	Take no penalty for Called Shots while Aiming.
Divert Field	Manipulation 3	Use AT Powers displaced in space.
Drop Trained	None	Take falling damage as if you had fallen only half the distance.
Dynamic Alternative	Counter Attack	Take any half action in place of a Counter Attack.
Expert Aim	WS 35, BS 35	Take only a -10 penalty for Called Shots while Aiming.
Extra Precision	Any 2 Precisions	Take another option from a Precision talent you already have.
Force Move	AT Power(Float)	Tackle an Angel and float him a short distance.
From The Grave	None	Reactivate after being defeated, and then Berserk.
Ghost in the Machine	None	Berserk more easily, and gain the ability to Berserk when defeated.
Gravity Kick	Drop Trained	Deliver a power kick from high places.
Guardian	None	Parry for nearby allies.
Halt Advance	None	Stop an Angel in its tracks.
Heart of the Machine	Sum of its Parts	Add a part of the pilot's Strength to the Eva's attacks.
Hidden Horror	None	Gain a +1 Initiative, and Berserk more easily.
Hostility Restrained	Restraint	Never be at risk of attacking allies when Berserk.
Hotblooded	None	Increase your Feedback Threshold by 1, and handle Shock better.

I am NOT Left Handed	None	Change which hand is dominant at will.
I Cannot Be Defeated	Hotblooded	Become more difficult to knock unconscious.
Impervious	Hotblooded	Become harder to take out of the fight.
Impossible!	None	Gain a powerful new control over your AT Field.
Indomitable	None	Become resistant to Ego Damage.
Interference Pattern	None	Become a master of Neutralization.
Kingdom of One	None	Enhance one Spread Pattern with a new effect.
Like A Cruel Angel	SR 50	Improve your Berserk Type with a new ability.
Loose Control	None	When Stunned, test to Berserk.
Lucid Eva	Hidden Horror	When prompted to test to Berserk, succeed automatically.
Magnify	None	Increase your available ATP.
Maneuver Mastery	None	Gain a +10 to tests to Maneuver opponents.
Manipulation 1	None	Choose one AT Power from the manipulation 1 list.
Manipulation 2	Manipulation 1	Choose one AT Power from the manipulation 2 list.
Manipulation 3	Manipulation 2	Choose one AT Power from the manipulation 3 list.
Mimic Field	AT Tactician, Analyze Field	Borrow an AT Power from an Angel you have analyzed.
Paragon of Skill	None	Become the undisputed master of combat.
Please Move	None	Provoke your Evangelion into Berserking.
Power Efficiency	A.T. Maneuver	Learn to make better use of your AT Field.
Precision(Melee)	None	Gain a bonus when making single attacks with a melee weapon.
Precision(Pistol)	None	Gain a bonus when making single attacks with a Pistol.
Precision(Basic)	None	Gain a bonus when making single attacks with a Basic weapon.
Precision(Heavy)	None	Gain a bonus when making single attacks with a Heavy weapon.
Quantumsurge	Kingdom of One	Activate two AT Powers simultaneously.
Quickening	None	Gain another Berserk Type.
Quick Spread	None	Spread your AT Field in half the time.
Rampage	Bloodlust	Spend a Reaction Action to penalize the Reactions of others.
Ravenous	Cannibalize	Fill your need to feed, even when not Berserk.
Rend Asunder	None	Roll an extra die for Tearing weapons.
Resonance Pulse	None	Use personal AT Powers to benefit allies.
Restraint	None	Become less likely to attack allies while Berserk.
Rip and Tear	None	Rip off the damaged limb of an opponent.
Sacrifice	Pointman	Redirect an attack aimed at you or a nearby ally to your arm.
Scan Field	AT Tactician, AT Power (Ping)	Learn the strength of an enemy A Field.
Self Preservation	None	Test to Berserk after losing a limb.
Skill Proficiency	None	Become proficient in a skill.
Skill Training	Skill Proficiency	Gain a +10 bonus to a skill.
Skill Mastery	Skill Training	Gain a +20 bonus to a skill.
Sniper	BS 45	Spend a Fate Point to automatically succeed on a single BS test.
Spark of Genius	A.T. Tactician, Intelligence 40	Spend a Fate Point to temporarily learn an AT Power.
Spotter	None	Let an ally use your distance to the target instead of theirs.
Sum of its Parts	Strength 35	Lend your Strength to the Evangelion.
Support Fire	BS 35	Perform special trick shots using advanced weapons.

Synchronize Group	AT Tactician	Combine the AT Fields of your allies.
Tactical Blow	Maneuver Mastery	Maneuver an Angel further away.
Take Control	None	Sacrifice your Ego to perform amazing feats.
Target Acquisition	None	Take only a -10 penalty for shooting into melee.
Together As One	SR 50	Combine the benefits of the pilot and Evangelion.
Twin Weapon Wielder	WS 35, BS 35, Ag 35	Learn to dual wield melee and ranged weapons.
Unlimited Potential	None	Gain a conditional Fate Point usable only when Berserk.
Unnatural Selection	Ghost In the Machine	Berserk under a different Berserk type than your Soul allows.
Weapon Expert	None	Gain +1 Breach for every Dos on an Attack.

Talents Descriptions

Akimbo

Prerequisite: BS 40, Twin Weapon Wielder

Effect: Hours upon hours of practice (or watching gun-fu flicks) have honed your hands to an unnatural steadiness with your beloved pistol. You do not suffer the Two Weapon Wielder penalty for using a Pistol, or any Compact melee weapon as well for that matter.

Analyze Field

Prerequisite: AT Tactician, Scan Field

Effect: As Scan Field, but AT Ping detects the target's current Spread Pattern automatically. The pilot may make an Awareness Test, if successful they identify one AT Power the target possesses plus one more for every degree of success.

A.T. Maneuver

Prerequisite: none

Effect: Even when taking direct control via AT Powers, as long as a pilot's AT Field is spread there is a powerful force at their command, waiting to be used. Each time this Talent is taken, choose one ability from the following list. These abilities cost no ATP to use. No ability may be taken multiple times.

- ✎ **Energy Efficient** – The pilot maximizes the energy use of their Evangelion, gaining an additional round of battery power.
- ✎ **Fluid-Tuned** – You may use your Synch Ratio when Testing Swim, instead of Strength.
- ✎ **Fortification** – Your Fatigue Threshold is increased by 1.
- ✎ **Inertia Boost** – Your Agility Bonus is increased by 1.
- ✎ **Kinetic Aid** – You may use your Synch Ratio when Testing Acrobatics, instead of Agility.
- ✎ **Mind's Eye** – You may use your Synch Ratio when Testing Awareness, instead of Perception.
- ✎ **Quick Draw** – As the Talent from Dark Heresy.
- ✎ **Wipe Clean** – Ranged weapons you use don't Jam.
- ✎ **Flux** – You may spend a reaction action to modify one rolled test within 20 dam of you by an amount equal to your current rank number. This amount may be either added to the roll, or subtracted from it, your choice.

Awakening

Prerequisite: None

Effect: Whenever you would roll a Test to Berserk, you may instead spend a Fate Point to automatically succeed.

Bestial

Prerequisite: Berserker

Effect: When Berserk, the Berserker's Evangelion is a terror to behold in combat. All natural weapons of the Evangelion gain +1 Penetration and when Berserk deal an extra 1d10 damage.

Blitz

Prerequisite: None

Effect: Line them up and knock them down. The only thing that compares to the sheer force that you barrel at your foes with is the impact they feel when you finally hit. As a Full Action, you may move your Charge distance and make a Knockdown attempt at a +10 bonus. This stacks with the normally available bonus for moving before a knockdown attempt.

Bloodlust

Prerequisites: None

Effect: Your character boils up and promptly explodes. As a Half Action you incite yourself into a mad frenzy, gaining a +20 bonus to Weapon Skill and Willpower tests, but suffer a -20 penalty to Ballistic Skill and Intelligence tests.

You must attack the nearest enemy in melee combat if possible. If you are not engaged with the nearest enemy, you must move towards that enemy and engage them if possible. You will not take obviously suicidal actions such as leaping off a building in order to engage someone on the ground, but you will take any actions that have a reasonable opportunity to engage in melee with the nearest enemy.

While Bloodlusted, you are immune to fear, pinning, stunning effects, and the effects of fatigue. You may not Parry, use the Withdraw Action, or flee from Combat. You must use the All-Out Attack option in melee combat if possible and may never make Called Shots under any circumstance. You remain Bloodlusted for the duration of the combat. If your Evangelion Berserks while the pilot is Bloodlusted, the Bloodlust effects are negated like any other mental state of the pilot.

Brainstorm

Prerequisite: Synchronize Group

Effect: The ATT has managed to make the group synchronization bidirectional in nature, for greatly increased flexibility. Any AT Power known by any pilot involved in the group synchronization is temporarily available to all pilots involved.

The ATP generated for the ATT from Synchronize Group is available to all pilots involved as a communal pool that refreshes to full at the beginning of the ATT's turn.

All involved Evangelions treat their Deflection as being based on the value of the communal pool. However, any non-ATT pilot that uses more ATP than their SR Bonus in a single round takes an amount of ego damage equal to the difference.

Brutality

Prerequisite: None

Effect: The Berserker's Evangelion demonstrates its fearsome nature, empowering the pilot's

attacks when he employs similarly reckless tactics. Whenever you use the All-Out Attack Option with a Natural Weapon, they are treated as if they had the Tearing quality.

Cannibalize

Prerequisite: None

Effect: If an Angel or Evangelion has not self destructed when defeated and your Evangelion is Berserk, you may choose to devour the flesh of the enemy to absorb its biomass as a Full Action. The Evangelion may either regenerate a number of Wounds equal to 1d10 + Toughness Bonus, applied how you choose across body locations, or gain 1 BUP.

Carnage

Prerequisite: None

Effect: While the Evangelion is Berserk, you may perform a special attack once per session by spending a Fate Point. When activated, an arm of your choice reduces its AP to 0 until repaired. The Evangelion may then strike an Angel or Evangelion with that arm as a normal attack and force an Opposed Toughness Test. If successful, the Evangelion's flesh fuses with that of its target, and it rips out its arm, dealing (SB*2) damage that ignores Armor and Toughness. The Evangelion immediately absorbs this stolen biomass and gains 1d10 wounds to be divided up among its body locations as chosen and 1 BUP which it may spend immediately. At this time, previously bought, but as yet unspent, BUP may be spent as well to help pay for a specific biological upgrade. If either the Weapon Skill Test to hit or the Opposed Toughness Test is failed, the Fate Point is not expended, but the AP on the arm remains at 0.

Causality Control

Prerequisite: Manipulation 2

Effect: By bending the laws that govern their ability to bend the laws of cause and effect, a pilot can perform truly spectacular feats. Choose one ability from the following list that modifies a specific AT Power.

- ☛ **Displacement (Entropy Flux)** - For as long as Entropy Flux is activated, the pilot may give their Evangelion's melee attacks a reach equal to the ATP used to augment Entropy Flux.
- ☛ **Guided Funnel (Spatial Funnel)** - The pilot's shots almost aim themselves at the target and even appear to be able to predict where they would go. Enemies take a -20 to Dodge Tests when reacting to an attack enhanced with Spatial Funnel.
- ☛ **Shunt (Dirac Cache)** - When retrieving an item from a Dirac Cache, the pilot may have it appear at any spot they can see within 50 dam.
- ☛ **Newtonian Flip (Float)** - The pilot pulls an Eva sized object or willing target toward them, and uses that force as a counterweight to fling themselves into the air. The target is moved along the ground to the position the pilot started in, taking and dealing falling damage as appropriate for the distance moved if there is an obstacle in its path. Meanwhile, the pilot moves through the air and lands in the position the target started in. If the target is physically restrained, and this is sufficient to prevent them from being moved, the pilot lands on top of them and they both end up prone. Otherwise, they end having switched places on the battlefield. No attacks are provoked by the use of this ability.

Commission

Prerequisites: none

Effect: Gain one bonus from the following list that applies to all ranged weapons of the associated technology you wield. You may not select the same option more than once, even with multiple purchases of this talent.

- ☛ **Explosive Shells (General):** +2 Damage to all General Ranged weapons
- ☛ **High Power (Maser):** +2 Breach to all Maser weapons
- ☛ **Charged (Positron):** +1 Critical Damage whenever Critical Damage is dealt with Positron Weapons
- ☛ **Concussive (HE Bolt):** In addition to the normal effects based on damage amount and body location, whenever HE Bolt weapons deal critical damage they always knock the target prone.

Controlled Rage

Prerequisite: Bloodlust

Effect: You've managed to figure out how to keep your wits about you some while still being a raving lunatic. While in Bloodlust you are no longer required to use the All Out Attack Action, although you must still attack if possible and may not use the Multiple Attacks Action. You may use the Neutralize A.T. Power and any Enhancement A.T. Powers that you know and may now Parry. In addition, once per turn you may make a Willpower Test to take a single action that would normally not be allowed while in Bloodlust. If the test is failed, that action may not be taken.

Deadeye

Prerequisite: WS 40, BS 40, Expert Aim

Effect: You know precisely where to aim your attacks and landing them is entirely effortless. In any round in which you have taken the Aim action, you do not suffer the -20 Penalty for making a Called Shot. This talent replaces Expert Aim.

Divert Field

Prerequisite: Manipulation 3

Effect: You have the ability to displace your AT Field from yourself, redirecting your power at will, though doing so will leave you without all of its defenses. You may Test BS to activate any AT Power that you know as if you were at some point of your choosing within 20 dam of your actual position, changing direction and range as appropriate. Doing this completely reduces your ATS to 0, regardless of however much ATP you have left over after using the power. If you fail the BS Test, the power simply fizzles and you lose your Action, though you don't lose any ATP.

This Talent may not be used to divert Spread Patterns or any A.T. Field Powers that only affect the user.

Drop Trained

Prerequisite: None

Effect: You have been trained in strategic insertion from significant heights, or maybe you just finally learned how to stop falling flat on your ass. When falling from heights of 10 dam or more, you always land on your feet and treat your falling distance as if you had fallen only 1/2 as far for the purposes of damage. Heights below 10 dam are simply too short for you to prepare yourself in time.

Dynamic Alternative

Prerequisite: Counter Attack

Effect: The Pointman may, in place of the standard melee attack granted by Counter Attack after a successful parry, choose to instead take any legal half action.

Expert Aim

Prerequisite: WS 35, BS 35

Effect: You can hit the broad side of a barn from 50 paces. You can also hit the fly that you were aiming for. In any round in which you have taken the Aim action, the penalty for making a Called Shot is only -10 instead of the normal -20.

Extra Precision

Prerequisite: Any 2 Precisions

Effect: The Skirmisher may select an additional option from one Precision talent that they already know. This new use of Precision stacks with the previously selected Precision option, so long as it is not the same as a previously chosen option.

Force Move

Prerequisite: AT Power(Float)

Effect: After succeeding on a Maneuver Action, you may activate the Float A.T. Field Power to send both you and your target 2d10+10 dam in a direction of your choice and/or 2d5 dam upwards. Upon landing, the enemy is knocked Prone.

From The Grave

Prerequisite: None

Effect: The Evangelion is a force that defies NERV's better predictions. After the Evangelion has been defeated, you may spend a Fate Point to Test for Berserk as normal. If the Eva successfully Berserks, it rises up one Round later and continues to fight, having defaulted to 0 wounds and 0 critical damage on the body location that was damaged to the point of defeat. No Critical Damage effect applies from this, although effects already applied other than 'Evangelion defeated' remain. This is an especially traumatic event for the pilot, and they must make a Willpower Test, on a Failure they gain 1d10 Insanity Points, on a Success they gain 1d5 Insanity Points.

Ghost in the Machine

Prerequisites: None

Effect: The pilot has a unique relationship with their Evangelion, one that will grow into a weapon far greater than anything one can hold in their hands. When rolling to Berserk, you do not suffer the usual -30 penalty to the SR Test.

In addition, the Evangelion can and will awaken to fight should it be pushed to its limit. Once per session, if the Evangelion would be defeated, you may choose to burn a Fate Point. Instead of being defeated, the Evangelion reactivates on the spot and Berserks automatically. In addition to all other applicable bonuses, the Evangelion is treated as being at full health on all body locations, even going so far as to regrow a missing limb. All Critical Damage effects in place cease to apply to this Eva. All remaining Fate Points default to unspent. After burning Fate for this Talent, the pilot may not be killed or forced to burn Fate to survive barring truly exceptional circumstances. If you would be forced to burn a Fate Point to survive in the entry plug, this Talent may be immediately activated to force the Eva to berserk as well as save the pilot from death.

Gravity Kick

Prerequisite: Drop Trained

Effect: A stylish move favored by aces, which you count yourself among. When above an opponent, you may make a downwards Charge attack unarmed, having your Evangelion drop onto the enemy and gaining a bonus d10 to the damage dealt, with a bonus to breach and penetration equal to the fall distance in dam halved (rounding down). This unarmed attack may not be parried and loses the primitive quality, but if you miss the target the Evangelion falls to the ground prone and the Evangelion's leg suffers the same damage that the enemy would have been dealt with this attack.

Guardian

Prerequisite: None

Effect: Your training has taught you to not only look out for yourself, but for others as well. You may expend your Reaction to Parry an attack against an adjacent ally.

Halt Advance

Prerequisite: None

Effect: On a successful melee attack the pilot may instead cancel an enemy's ability to move for one round in place of dealing damage. This does not affect their ability to attack or defend, only change their position.

Heart of the Machine

Prerequisite: Sum of Its Parts

Effects: Sometimes, just jamming on the triggers and shouting your lungs out as you scream bloody murder just isn't enough. Usually, it's when you aren't toe to toe with a giant alien abomination. The pilot increases the melee damage of their Eva by an amount equal to (their own Strength Bonus) - 2. This Talent cannot be used if the pilot is unconscious.

Hidden Horror

Prerequisite: None

Effect: The Evangelion you pilot has become the equivalent of a light sleeper, and enters Berserk mode with ease. You gain a +1 bonus to your Initiative and +10 bonus to the SR Test to Berserk.

Hostility Restrained

Prerequisite: Restraint

Effect: Though still filled with an all-consuming rage, you manage to channel that rage into its enemies, and only its enemies. You automatically succeed on the Test to fall Dormant if circumstances would not force you to attack an ally. If circumstances would force you to attack an ally, such as the Angelic Distinguishing Feature or the special ability of an Angel, you may make a Test to fall Dormant at an additional +10 bonus (to a total of +20) and, on a success, you do not attack them.

Hotblooded

Prerequisite: None

Effect: The only way to keep you down is with overwhelming force and violence. Increase your Feedback Threshold by 1. In addition, whenever you roll on the Shock Table, you may roll twice and choose whichever result you prefer.

I am NOT Left-Handed

Prerequisite: None

Effect: You are equally competent with both of your hands, a good thing when your Evangelion happens to lose one or the other. As a Free Action, you may change which hand is your dominant one.

I Cannot be Defeated

Prerequisite: Hotblooded

Effect: You refuse to give in, even when pressed to your absolute limits. Treat your Toughness Bonus as being 2 higher for the purposes of determining whether or not you pass out from Fatigue.

Impervious

Prerequisite: Hotblooded

Effect: Painting a giant target on yourself does the team little good if you cannot withstand the heat. Fortunately, you're a little tougher than the average teenager. Whenever you purchase this Talent, choose one of the following:

- ☛ **Feedback Resistance** - Increase your Feedback Threshold by 1.
- ☛ **Resistance (Fear)** – As in Dark Heresy
- ☛ **Stable Synch** - Once per session, after rolling for Synch Disruption, you may choose to discard the roll and keep your current Synch Ratio instead.
- ☛ **Shrug it Off** - Once per session, you may ignore all the effects of accumulated Fatigue (including falling unconscious) until the end of your next turn.

Impossible!

Prerequisite: None

Effect: There are some ideas that just sound crazy, but they might just be crazy enough to work. Choose one ability from the following list:

- ☛ **Hostile Synch** - The pilot may Test SR as a Half Action when within 20 dam of an enemy to forcibly attune its AT Field with their Evangelion's. If the Test fails, the pilot is Stunned and their field collapses, requiring it to be re-spread. If successful, the AT Fields become one, and neither the enemy nor the ATT have any Deflection against the other. If the pilot's ATS is lower than that of their opponent, their Ego Barrier decreases each round by an amount equal to the difference.
- ☛ **Oscillating Field** - It is a well-known fact that two separate Spread Patterns cannot be active at the same time. However, pilots can change between them. So the AT Tactician does. Several times a second, in fact. They may choose to have the effect of any two Spread Patterns, using the lowest Deflection of the two. They are treated as having both spread patterns active for any and all relevant abilities.
- ☛ **Delta Waveform** - By utilizing unstable constructions of phase-space, the pilot may do things which are physically possible yet are statistically very unlikely to ever occur. By spending a Fate Point, the pilot may use any AT Power they know to perform a single action that the player can convince the GM it could theoretically be used for. The first time that you attempt to use Delta Waveform in a session and the GM rejects all ideas, all spent fate Points reset to unspent. However, this is the first time only. After that, any turn in which the GM rejects all ideas is a wasted turn on your part.

Indomitable

Prerequisite: None.

Effect: Your sense of self is incredibly strong and will not easily be broken. Whenever you remove points from your Ego Barrier, remove one less (to a minimum of one).

Interference Pattern

Prerequisite: None

Effect: The act of Neutralizing an enemy AT Field is usually an undertaking in force rather than skill. But skill has its place too. Every time this Talent is taken, choose one option from the following list that may be applied as an additional effect when neutralizing the enemy. However, each effect has a listed minimum amount of ATP that must be Neutralized for in order to trigger the effect, and no more than one Interference Pattern effect can be active in a single round. Using these effects, while not directly harmful, may result in the enemy considering the pilot a priority target.

- ☛ **Deep (3 ATP)** - Neutralization range is increased by 20.
- ☛ **Harmful (5 ATP)** - The Neutralized opponent takes a -10 to all Tests this round.
- ☛ **Broadcast (5 ATP)** - Neutralization, instead of affecting one target, may affect any number of targets within 10 dam of the pilot.
- ☛ **Counter (Special)** - Choose one single AT Field power that the character knows. The minimum ATP to activate this effect is equal to the ATP cost of that power, and the Neutralized enemy cannot use that AT Power this round.
- ☛ **Lock (7 ATP)** - The Neutralized enemy must pass a WP test to successfully teleport, and on a failure moves 0 dam. Dirac Powers used by the enemy cost 4 ATP more.
- ☛ **Reality Reinforcement (Special)** - The Minimum ATP is equal to the Angel's TB. Select one Trait that the Angel possesses. The Angel is treated as if it did not possess that Trait. If the Angel moves out of neutralization range, this effect ends immediately. Certain Traits are so intrinsic to the Angel that they may not be inhibited in this manner. These include the following traits: Amorphous, Angel, From Beyond, Flyer, Natural Weapon, Size (any), Swarm, Swim, and Decentralized Core. At The GM's discretion, certain Traits unique to an Angel (indicated by one or more *'s in Angel entries) may also be immune to this power. In general, any Trait that if inhibited would cause the Angel to change its physical shape, size or composition is immune to this power.
- ☛ **Pattern Master (Special)** - The character may have any other two Interference Pattern effects active in the same round, so long as they meet the ATP minimum of both of them.

Kingdom of One

Prerequisite: None

Effect: The Tactician knows how to extend themselves without becoming completely defenseless, they get the most out of their Spread Patterns and mandate their A.T. Fields to reach heights and dimension unknown before them. Choose one ability from the following list that modifies a specific AT Power.

- ☛ **Particle Screen (Deflective Field)** - As the most basic of spread patterns, the pilot can draw power from it quickly and easily. For as long as you have Deflective Field active, your Deflection increases by 2 against non-Energy based attacks.
- ☛ **Faster Than the Eye can See (Accelerated Territory)** - During any round in which the pilot has taken a Movement action with Accelerated Territory spread, they gain a +10 bonus to all Dodge Tests.

- Mind Over Matter (Layered Field)** - Should the pilot's Evangelion lose a limb other than the Head, upon activating the Layered Field A.T. Power a new limb of energy is created in its place, so long as the Layered Field maintains an ATS of 3 and an additional 3 per each limb past the first replaced.

This new limb has a Strength Bonus and a Toughness Bonus equal to the Evangelion's current ATS for all intents and purposes. If it takes damage, the limb is disrupted and may not be used until the beginning of the pilot's next turn. If a limb is lost while Layered Field is already active, this talent takes effect next turn or by spending a Reaction Action to manifest the new limb.
- EM Cushion (Bunker Field)** - For as long as the pilot has Bunker Field spread with an ATS of 5 or higher, all within 20 dam of the pilot's Evangelion take only half damage from Area attacks. In addition, all area attacks that overlap with this area of protection deal collateral damage as if they were one category smaller, to a minimum of small. All allies within range are treated as having a spread field with 1 ATS for relevant effects, even if they are normally incapable of spreading a field at all. If they have their own spread AT Field, use the higher ATS.

Like a Cruel Angel

Prerequisite: SR 50

Effect: There is more to the Evangelions than would first appear. Simply synchronizing your soul with that of the machine causes a resonance between the two, allowing the awakened monstrosity to draw upon its true nature. Whenever the Evangelion Berserks, it gains additional benefits, depending on which Berserk Type it has. If an Evangelion has more than one Berserk Type, only the one chosen when it was created is modified.

Apex Predator - The Evangelion is an unstoppable beast, barreling through any opposition. Nothing can stop it once it has chosen its path. When Berserk, The Eva ignores any effect that would force the Evangelion to move, hold it in place, lower its Agility or prevent it from taking actions, and it may ignore the effects of the Barrier AT Power. This effect modifies a Savage Evangelion.

Deus In Machina - The Evangelion is unnaturally quick, slipping through the gaps in gunfire and striking in the space between seconds, moving fast enough to be naught but a blur. When Berserk, the Evangelion gain the Unnatural Speed(x2) Trait and may make use of an additional Reaction Action each round that may only be used to Parry or Dodge. However, using this extra Reaction deals 1d5 Impact damage, instead of the normal 1 from using a Reaction while Berserk with the Hunter Berserk type. This effect modifies a Hunter Evangelion.

Seraphic Halo - The Evangelion is a master of manipulating local reality, on par with the Angels themselves. When Berserk, the Evangelion gains the Heavenly Trait. This effect modifies a Supernatural Evangelion.

Twin Soul - The connection between the Evangelion and its pilot becomes strong. Some would say dangerously so. When the Evangelion berserks, the pilot's SR resets to 100, unless it is already higher. This effect modifies a Cooperative Evangelion.

Immortal Being - Nothing stops the Evangelion. It is a tireless juggernaut, an irresistible force, a fundamental law of nature. When Berserk, the Evangelion gains the Stuff of Nightmares Trait. This effect modifies an Unyielding Evangelion.

Loose Control

Prerequisite: None

Effect: Whenever you are Stunned, you may Test to Berserk.

Lucid Eva

Prerequisite: Hidden Horror

Effect: The Evangelion has become self-aware, tolerating the pilot's presence but ready to take control from the pilot at the first sign of weakness. Whenever the pilot suffers Synch Disruption, the Evangelion Berserks. In any situation where you would normally Test to Berserk, the Evangelion Berserks automatically.

Magnify

Prerequisite: None

Effect: An AT Field is a powerful tool under normal conditions, but by employing either clever or stupidly dangerous methods a pilot can make it even more so. Choose one ability from the following list:

- ☛ **AT Focus** - As a Half Action, the AT Tactician may designate a single AT Field Power that they know, and 'stock' a number of AT Field Points (ATP) no greater than their Intelligence bonus. Their ATS is decreased as if they had used an AT Power of the same cost. One round later, the AT Tactician begins their turn with an ATS equal to what they would have normally, but with a number of extra ATP equal to the amount they stocked the previous round. These extra ATP may only be used to pay for the power the AT Tactician declared on their previous turn or to augment it.
- ☛ **Self Dilation** - Once during the round as a Free Action a pilot may choose to 'spend' an amount of Ego Barrier up to their Willpower Bonus and gain a like amount of ATP. If unused by the start of their next turn, it is not refreshed with the rest of their ATP. They will suffer Synch Disruption after this ability resolves as normal.

Maneuver Mastery

Prerequisite: None

Effect: With impeccable footwork and a judicious use of force you are more than able to dictate the terms of your engagement. When using the Maneuver Action, you may roll twice and pick the better result.

Manipulation 1

Prerequisites: None

Effect: The pilot is a novice with AT Fields, but has learnt some of its basic functions. Each time this talent is taken, gain one AT Power from the following:

A.T. Ping	Layered Field
A.T. Flare	Barrier
Inertia	Restrict Shot
Accelerated Territory	
Bunker Field	

Manipulation 2

Prerequisites: Manipulation 1

Effect: The pilot is now competent with AT Fields, and can utilize it with skill. Each time this talent is taken, gain one AT Power from the following:

Entropy Flux	Dirac Cache
Spatial Funnel	Kinetic Manipulation
Containment	Kinetic Wave
	Wrap Beam
	Float

Manipulation 3

Prerequisites: Manipulation 2

Effect: The pilot is shockingly good with AT Fields, and can perform feats unimagined even a few years ago in less time than it takes to explain them. Each time this talent is taken, gain one AT Power from the following:

Rutherford Chain
Anti-A.T. Field
Dirac Jaunt
Inverted Field

Friction Flood
Repulsion
Krasnikov Tube
Teleforce Blast

Mimic Field

Prerequisite: AT Tactician, Analyze Field

Effect: As Analyze Field, but AT Ping detects the target's AT Powers automatically. The pilot may make an Awareness Test; if successful they may add an AT Power from the target's known powers to their own for the duration of the battle.

Paragon of Skill

Prerequisites: None

Effect: The Skirmisher has become so adept at their profession that they can easily perform complex maneuvers and attacks. Every round, the Skirmisher has a pool of 20 points. These points can be split up and spend as the Skirmisher wishes to lower the natural result of any percentile roll they make. For example, a skirmisher could spend 4 points to turn a 53 into a 49, and still have 16 points left over. This pool of points refreshes back to 20 at the start of their turn, and any unspent points are lost at this time.

Please Move

Prerequisites: None

Effect: For one time only, the Evangelion may enter berserk without being triggered. It is encouraged by GMs and players to trigger this at a suitably dramatic moment or otherwise under special circumstances, rather than have it seem completely random. Once used, this ability may not be used again.

Power Efficiency

Prerequisite: A.T. Maneuver

Effect: Through either long hours of research and contemplation, or maybe just a flash of insight, you've learned how to better tune the usage of your power, doing things no one else has with them. Whenever you select this Talent, choose one of the following options.

- ☛ **Efficient Breach** - Whenever you use an Enhancement power to enhance an attack, that attack gains a +1 bonus to Breach.
- ☛ **Efficient Cache** - As long as you have a spread A.T. Field, the cost to Maintain your Dirac Cache costs 2 less ATP, though activating it still costs the normal amount. If you are storing only a single object, it costs no ATP to Maintain the Cache.
- ☛ **Efficient Shot** - Whenever you enhance an attack with the Restrict Shot or Spatial Funnel powers, that attack ignores the penalties for firing into melee, the target being Prone, or the target being in darkness.
- ☛ **Efficient Field** - Your ATS is treated as being 1 higher for the purpose of Deflection and any special ability of your Spread Pattern, but not ATP or Breach.

Precision (Melee)

Prerequisites: none

Effect: The pilot learns to make exact motions with melee weaponry. Each time this talent is taken, choose one ability from the following list. This bonus applies to all Standard Attacks made with this class of weapon. You may not select the same option more than once, even with multiple purchases of this talent.

- ☛ **Touché** - This attack cannot be Parried.
- ☛ **Fast** - Target takes a -20 penalty to Dodge against this attack.
- ☛ **Cleaving** - +2 Pen.
- ☛ **Crippling** - If this attack deals Critical Damage, deal 1 extra.
- ☛ **Overwhelm** - After Toughness, Armor, and any special ability that the angel has that might reduce damage (but not any form of damage immunity) is applied, the attack deals a minimum of 2 wounds worth of damage.
- ☛ **Finesse** - You may modify your hit location roll result by an amount equal to your Weapon Skill Bonus, in either a positive (to a maximum of 00) or negative (to a minimum of 01) direction.

Precision (Pistol)

Prerequisites: none

Effect: The pilot learns to use skill over volume of fire. Each time this talent is taken, choose one ability from the following list. This bonus applies to all Standard Attacks made with this class of weapon. You may not select the same option more than once, even with multiple purchases of this talent.

- ☛ **Well-Placed** - Roll Ballistic Skill twice, take the better roll.
- ☛ **Fast** - Target takes a -20 penalty to Dodge against this attack.
- ☛ **Cleaving** - +2 Pen.
- ☛ **Crippling** - If this attack deals Critical Damage, deal 1 extra.
- ☛ **Execution** - In Point Blank Range or closer, the weapon deals +3 damage.
- ☛ **Gun Kata** - When within 10 dam of the enemy, you may use your WS in place of your BS to fire this weapon.

Precision (Basic)

Prerequisites: none

Effect: The pilot learns to use skill over volume of fire. Each time this talent is taken, choose one ability from the following list. This bonus applies to all Standard Attacks made with this class of weapon. You may not select the same option more than once, even with multiple purchases of this talent.

- ☛ **Well-Placed** - Roll Ballistic Skill twice, take the better roll.
- ☛ **Fast** - Target takes a -20 penalty to Dodge against this attack.
- ☛ **Cleaving** - +2 Pen.
- ☛ **Crippling** - If this attack deals Critical Damage, deal 1 extra.
- ☛ **Double Tap** - Deal an extra +2 damage, but use up one extra ammunition.
- ☛ **Sideshot** - The attack gains a +2 Breach if you moved immediately prior to firing.

Precision (Heavy)

Prerequisites: none

Effect: The pilot learns to use skill over volume of fire. Each time this talent is taken, choose one ability from the following list. This bonus applies to all Standard Attacks made with this class of

weapon. You may not select the same option more than once, even with multiple purchases of this talent.

- 🦋 **Well-Placed** - Roll Ballistic Skill twice, take the better roll.
- 🦋 **Fast** - Target takes a -20 penalty to Dodge against this attack.
- 🦋 **Cleaving** - +2 Pen.
- 🦋 **Overpower** - You may choose to not apply your weapon's Penetration to your attack to instead lower the Deflection of this enemy by 2 for 1 round.
- 🦋 **Brutal** - Deal an extra +2 damage.
- 🦋 **Arc** - The attack gains a +3 Breach bonus if fired from further away than Short Range.

Quantumsurge

Prerequisite: Kingdom of One

Effect: By spending a Fate Point, you may activate two powers in the same turn and only spend ATP once, treating both powers as if you had paid that amount of ATP on them. This may not be used to activate the same power twice, and takes the same action to activate as the slower of the two powers. Both powers resolve simultaneously. The two powers do not need to have the same target.

This talent may only work on AT Powers that require ATP, and as such may not be used on Spread Patterns.

Quickening

Prerequisite: None

Effect: You may choose an additional Berserk effect (Savage, Hunter, Supernatural, Unyielding, or Cooperative), which applies to any Evangelion you pilot. If an Evangelion would have the same Berserk effect twice, only one instance applies.

Quick Spread

Prerequisite: None

Effect: Extending the Evangelion's AT Field has become familiar to you and you are able to manifest it in significantly less time. You may now Full Spread your A.T. Field as a Half Action. As a Free Action you may Spread your A.T. Field by an amount of ATS and ATP up to your Willpower Bonus.

Rampage

Prerequisite: Bloodlust

Effect: While you are under Bloodlust or Berserk and you make an All-Out Attack, you may expend your own Reaction to penalize any Reactions to your attack by -10 for every 2 Degrees of Success in your WS Test.

Ravenous

Prerequisite: Cannibalize

Effect: Your Evangelion knows hunger, and knows it well. A never-ending yearning, a bottomless hole that NEEDS to be filled, and it begins to affect you, as well. Simply the scent of a fresh meal draws the still-slumbering beast towards it, You may use the Cannibalize Talent when not Berserk, the sleepwalking monster pulling you along for the ride and the meal. When Berserk, you may resolve both effects of Cannibalize as it more fully indulges itself, devouring every scrap it can find.

Rend Asunder

Prerequisite: None

Effect: When using a Weapon (Natural or otherwise) with the Tearing Quality, you may roll an additional damage die and drop the two lowest instead of just the lowest.

Resonance Pulse

Prerequisite: None

Effect: You attune your A.T. Field to an ally's momentarily to transfer the beneficial effects of your A.T. Field temporarily to them. You may use A.T. Field Powers that would normally only affect you on another ally within 10 dam, but only if they have an A.T. Field of their own. This Talent may not be used to give another your own ATS or Spread Pattern.

Restraint

Prerequisite: None

Effect: You may reroll a failed Test to fall Dormant. If circumstances would force you to attack an ally, such as the Angelic or Nemesis Distinguishing Features, you may still attempt a Test to fall Dormant and, if you succeed by 2 or more degrees, you do not attack them.

Rip and Tear

Prerequisite: None

Effect: When you deal Critical Damage to a limb in melee, you may immediately make a Strength Test opposed by the enemy's Toughness. If you succeed, the limb in question is automatically removed and the target suffers the maximum Rending Critical Effect for that body location.

Sacrifice

Prerequisite: Pointman

Effect: The only wound that matters is the one that finally puts you and your Evangelion down, everything else is but a nuisance. When hit with an attack, but before rolling for damage, you may declare that the attack has hit one of your arms rather than any other body part, whether the location was rolled randomly or result of a Called Shot. The limb takes damage as normal, and you must have an arm to take the damage to use this Talent. Attacks that have an area of effect or the Blast Quality may not be redirected with this Talent, and multiple hits from the same attack (such as Full Auto) will treat the chosen arm as the location for the first hit only.

Special: If you have the Guardian talent, you may use this Talent to allocate an attack against an adjacent ally to yourself, but if you do so you may not attempt to Dodge or Parry this attack.

Scan Field

Prerequisite: AT Tactician, AT Power (Ping)

Effect: AT Ping now detects the current ATS value of the target. The pilot may make an Awareness Test; if successful they identify the target's current Spread Pattern.

Self Preservation

Prerequisite: None

Effect: If the Evangelion is crippled by an attack and the pilot is incapable of maintaining composure, the Eva feels threatened and wrests control of the fight from the pilot. Whenever the Evangelion loses a limb, Test to see if the Evangelion Berserks.

Skill Proficiency

Prerequisite: None

Effect: Become trained in one skill from the following list: Acrobatics, Barter, Blather, Carouse, Charm, Climb, Common Lore, Contortionist, Deceive, Demolition, Disguise, Drive, Evaluate, Gamble, Inquiry, Interrogation, Intimidate, Literacy, Logic, Medicae, Performer, Pilot, Scholastic Lore, Scrutiny, Search, Security, Sleight of Hand, Speak Language, Survival, Swim, Tech-Use, Tracking, Trade, or Wrangling.

Skill Training

Prerequisite: Skill Proficiency

Effect: gain a +10 bonus in any one skill that you are trained in from the following list: Acrobatics, Barter, Blather, Carouse, Charm, Climb, Common Lore, Contortionist, Deceive, Demolition, Disguise, Drive, Evaluate, Gamble, Inquiry, Interrogation, Intimidate, Literacy, Logic, Medicae, Performer, Pilot, Scholastic Lore, Scrutiny, Search, Security, Sleight of Hand, Speak Language, Survival, Swim, Tech-Use, Tracking, Trade, or Wrangling.

Skill Mastery

Prerequisite: Skill Training

Effect: gain a +20 bonus in any one skill that you are trained in from the following list: Acrobatics, Barter, Blather, Carouse, Charm, Climb, Common Lore, Contortionist, Deceive, Demolition, Disguise, Drive, Evaluate, Gamble, Inquiry, Interrogation, Intimidate, Literacy, Logic, Medicae, Performer, Pilot, Scholastic Lore, Scrutiny, Search, Security, Sleight of Hand, Speak Language, Survival, Swim, Tech-Use, Tracking, Trade, or Wrangling.

Sniper

Prerequisite: BS 45

Effect: Your aim is unerring. Your Nerves are cool. The barrel of the gun is an extension of your arm. Before rolling, you may choose to spend a Fate Point to automatically succeed on a single BS test with 1d5+2 degrees of success.

Spark of Genius

Prerequisite: A.T. Tactician, Intelligence 40

Effect: Usually, manipulating an A.T. Field is a work of concentration and skill. But, like much of the Evangelion, it is primarily driven by thoughts. And the right epiphany at the right time under pressure can go a long way towards creating an effect one could never replicate on purpose. By spending a Fate Point, an A.T. Tactician may use any single A.T. Field Power available through a Manipulation Talent that they already have at least one instance of, even if they did not purchase that specific power using it. This power costs as much ATP as it would normally if they knew it, until the end of the battle.

Spotter

Prerequisite: None

Effect: By feeding targeting data from your Evangelion to an ally, they are able to get a precise lock on their target. As a Half Action you may designate a single ally, on their next ranged attack they may treat their distance modifier from a target as if they were firing from your location. If you are engaged in melee, the distance modifier is treated as 0, not point-blank. This does not allow them to attack beyond the maximum range of their weapon or beyond their line of sight without an appropriate weapon.

Sum of Its Parts

Prerequisite: Strength 35

Effect: Though the Evangelion is controlled almost entirely through mental action, being able to actually DO something can help with that, and the plug has those awfully convenient triggers just sitting there... If you succeed on a Strength Test in Eva, you may add a number of Degrees of Success equal to the pilot's Strength Bonus minus 2. In addition, you may add the pilot's full Strength Bonus to the Evangelion's for the purposes of carrying, lifting, pushing, and leaping. This Talent cannot be used if the pilot is unconscious.

Support Fire

Prerequisite: BS 35

Effect: CQC is not a requirement for interference tactics, and indeed it would be foolish to deprive yourself of all the ways in which the use of a gun can deter an enemy that it cannot kill. Whenever you purchase this Talent, choose one of the following:

- ☛ **Maser Overload** - By adjusting your weapon's output, you bathe the target in a wave of radiation that superheats their body to incredible temperatures. While not lethal on its own, this is excruciatingly painful even to Angels. On a successful attack with a Maser weapon, you may choose to not roll for damage and instead cause the target to suffer a -10 penalty to all Tests for a number of rounds equal to the number of shots that hit the target. Multiple uses of this talent do not increase the penalty but do add to its duration.
- ☛ **Positron Burrow** - With a carefully placed shot, you rend the target's AT Field to pieces if for just a moment. It's up to your allies to follow through and take advantage of this lapse in defense. On a successful attack with a Positron weapon fired on single shot, you may choose to not roll for damage and instead reduce the target's Deflection by an amount equal to the weapon's Penetration for the next attack against the target.
- ☛ **Shell Shock** - In a hailstorm of shrapnel and fire, you aim for glancing shots that rock the Angel and tear up its surface, leaving it vulnerable. On a successful attack with an N2 Shell weapon, you may choose to not roll for damage and instead halve the target's Toughness Bonus until the beginning of your next turn. Multiple uses of this talent do not stack.

Synchronize Group

Prerequisite: AT Tactician

Effect: As a Full Round Action the Tactician may merge his or her AT Field with those of friendly units within 20 dam. All pilots involved must expend a Reaction Action or Test SR (their choice) or the merging fails on their part.

The ATT using this talent adds the strongest other ATS to his own. After that, the third Eva contributes ATS-1, the fourth ATS-2, and so on. All participants other than the initiator lose their AT Field and cannot re-spread it while they participate. All members must either Test SR or expend a Reaction Action each round to maintain the Group Synchronization. If a participant lapses, the group synch itself continues (if the highest ATS participant leaves, the next grants their full ATS), if the initiator lapses, the group synchronization ends.

Tactical Blow

Prerequisite: Maneuver Mastery

Effect: On a successful Maneuver against an Angel, the target is moved an amount equal to 1d5+ the Eva's Strength bonus.

Take Control

Prerequisite: None

Effect: The Pilot has learned to force the Eva to do his bidding while slumbering, exploiting its incredible power. However, this requires tapping into a unique and dangerous connection with the Eva. Whenever you take this talent, you gain one specified option from the following list. Each option allows you to perform some powerful new action, at a cost to your Ego. Unlike other sources of Ego Damage, Ego lost by using this talent never provokes Synch Disruption. If any ability would reduce or negate the amount of Ego spent, the power of the produced effect is changed accordingly.

- ☛ **Mend** - The pilot may spend a variable amount of ego to heal wounds as a half action. For every 3 Ego spent, the pilot may heal 1d5 wounds to a single body location of their choice. These d5 may be applied to different locations or the same location. This may not be used to heal critical damage, but it may add wounds as a buffer that must be bypassed as normal before more critical damage can be inflicted.
- ☛ **Stand** - By spending up to 10 Ego as a half action, the pilot may increase the Deflection of his Eva by an amount equal to the Ego he spent until the beginning of his next turn.
- ☛ **Relentless** - By spending 3 Ego as a reaction action, the pilot can prevent this round of activity from counting against his remaining operation time. This ability cannot force the Eva to move when the battery is already depleted, but it can extend the lifetime of that battery.
- ☛ **Destroy** - By spending up to 5 Ego as a reaction action, the pilot may increase the Penetration of all melee attacks he makes for 1 round by an amount equal to the Ego spent.

Target Acquisition

Prerequisite: None

Effect: Selecting your targets is one thing, but hitting them in a confusing melee while avoiding allies is quite another. You only suffer a -10 penalty for firing into melee instead of the normal -20.

Together as One

Prerequisite: SR 50

Effect: The Evangelion and pilot are in constant mental contact through synchronization, and the Evangelion begins to learn from it. Where the pilot does well, the Evangelion will seek to copy and together the two can do perform even better. Choose one option from the following list:

- ☛ **Tool User** - You know well enough how best to use a weapon - smash your enemy with them and never let up, grinding your weapon into your foe's flesh. When Berserk, and after a successful melee attack on the previous round with a Natural or Compact Weapon, you may use a Full Action to make a standard half action attack that automatically succeeds on the WS Test to hit against the same target. This attack may not be Parried or Dodged, Deflected or otherwise negated, and is resolved against the same hit location as the initial attack. You may not use this Talent if the target has left melee range between your turns.
- ☛ **Hunter** - You gain the Mighty Shot talent. As well, when Berserk and using the Semiautomatic Burst or Full Auto Burst actions, you gain a +20 bonus to Ballistic Skill. Bloodlust does not reduce your Ballistic Skill.
- ☛ **Absolute Weapon** - Not every Evangelion is a master of brute physical force. Yours, for example, is a bastion of brute mental force, and synchronizing with it has allowed you to tap into its capabilities. You gain the Kinetic Wave and Teleforce Blast A.T. Powers. As well, when Berserk, any A.T. Powers you use are treated as if they were augmented by 2

additional ATP as the Evangelion violates the laws of physics not with finesse, but through a massive outpouring of raw power.

- ☛ **Predator** - Your Evangelion is a primal killer, feral and murderous. Synchronizing with such a creature tends to leave a bit of an imprint. You may use the All-Out Attack Action with the Charge Action. In addition, when Berserk your Evangelion gains the Quadruped and Brutal Charge Traits from Dark Heresy as long as it holds nothing in its hands, using all four limbs to rush at its foes.
- ☛ **Breakthrough** - An Evangelion's purpose is to defeat Angels. Your Evangelion's purpose is to shatter the Angel's defenses, and you are quite happy to oblige it. When taking the Charge Action, you may use the Neutralize A.T. Power as a Free Action against your target as you slam through its defenses like they were panes of glass. In addition, when Berserk you may add your Strength Bonus to the amount of Deflection you Neutralize as the Evangelion physically tears through any remaining resistance.

Twin Weapon Wielder

Prerequisite: WS 35, BS 35, Ag 35

Effect: Why should you only use one hand when you have another that is perfectly serviceable? You gain the Two Weapon Wielder (Ballistic) and Two Weapon Wielder (Melee) Talents from Dark Heresy.

Unlimited Potential

Prerequisite: None

Effect: An awakened Evangelion is an incredible, unearthly thing, capable of partially rewriting local reality, much like the Angels themselves can. You gain a conditional Fate Point that may only be used while Berserk and may never be Burnt.

Unnatural Selection

Prerequisites: Ghost in the Machine

Effect: Adapt or die. This is true even for beings as powerful as Evangelions. When you would Test Synch Ratio to attempt to Berserk, you may choose to take a -30 penalty to the roll. If you succeed, for this session only you may Berserk as if your Evangelion had a different Berserk Type than what would normally be allowed by their Soul Distinguishing Feature. They lose the effects of their normal Berserk Type, and gain all of the effects of their new, temporary Berserk Type. Once this battle is over, your Berserk type resets to normal and you must use this talent again later to achieve the same effect. They are treated as having this Berserk Type for all things, including talents such as Like a Cruel Angel.

Weapon Expert

Prerequisite: None

Effect: Piercing an AT Field with conventional weaponry is all but impossible. Too bad you didn't get the memo (or maybe you just ignored it). When calculating total Breach for an attack, you gain a bonus equal to every degree of success on the test to hit instead of the normal bonus for every two degrees of success.

SKILLS

Dark Heresy, a game focused around the uncovering and annihilation of heresy, is a mixture of investigation and combat. In the world of Evangelion, such investigation is hardly the domain of the pilots that the characters are expected to play. While many of the skills are no less valid (if likely to be rarely used) certain skills simply have no place in a setting where intrigue or the Warp are not at the fore. Such skills have been removed.

Others, like the various knowledge skills, simply need to have their areas of specialization changed to reflect their new setting. These skills are marked "Modified", and provided with new descriptions below.

In addition, the way in which skills are gained has been changed. With such focus on the piloting the Evangelion in the career paths, most skills are no more or less appropriate for any given career path. As such, rather than assigning skill proficiency and training specifically, Adeptus Evangelion characters may take the Talent "Skill Proficiency" to choose a skill they feel is appropriate for them, and later advance these skills with "Skill Training" and "Skill Mastery".

Skills					
Name	Type	Status	Name	Type	Status
Acrobatics	Advanced	As in Dark Heresy	Invocation	--	Removed
Awareness	Basic	As in Dark Heresy	Lip Reading	Advanced	As in Dark Heresy
Barter	Basic	As in Dark Heresy	Literacy	Advanced	As in Dark Heresy
Blather	Advanced	As in Dark Heresy	Logic	Basic	As in Dark Heresy
Carouse	Basic	As in Dark Heresy	Medicae	Advanced	As in Dark Heresy
Charm	Basic	As in Dark Heresy	Navigation	--	Removed
Chem-Use	--	Removed	Performer	Advanced	As in Dark Heresy
Ciphers	--	Removed	Pilot	Advanced	As in Dark Heresy
Climb	Basic	As in Dark Heresy	Psynisience	--	Removed
Command	Advanced	Modified	Scholastic Lore	Advanced	Modified
Common Lore	Basic	Modified	Scrutiny	Basic	As in Dark Heresy
Computer Use	Advanced	New	Search	Basic	As in Dark Heresy
Concealment	Basic	As in Dark Heresy	Secret Tongue	--	Removed
Contortionist	Basic	As in Dark Heresy	Security	Advanced	As in Dark Heresy
Deceive	Basic	As in Dark Heresy	Shadowing	Advanced	As in Dark Heresy
Demolition	Advanced	As in Dark Heresy	Silent Move	Basic	As in Dark Heresy
Disguise	Basic	As in Dark Heresy	Sleight of Hand	Advanced	As in Dark Heresy
Dodge	Basic	As in Dark Heresy	Speak Language	Advanced	Modified
Drive	Advanced	Modified	Survival	Advanced	As in Dark Heresy
Evaluate	Basic	As in Dark Heresy	Swim	Basic	As in Dark Heresy
Forbidden lore	--	Removed	Tech-Use	Advanced	Modified
Gamble	Basic	As in Dark Heresy	Tracking	Advanced	As in Dark Heresy
Inquiry	Basic	As in Dark Heresy	Trade	Advanced	As in Dark Heresy
Interrogation	Advanced	As in Dark Heresy	Wrangling	Advanced	As in Dark Heresy
Intimidate	Basic	As in Dark Heresy			

Skill Descriptions

Command (Advanced) Fellowship

Command represents the ability to order around your subordinates. In practice, this skill works exactly the same as how it is described in Dark Heresy, but with one exception: the Evangelion pilots, while obviously subordinate to the Operations Director, represent a special investment in a high stress position. For these reasons, the typical enforcement of the command structure on these children is forbidden, lest it result in an incident. Instead, Operations Directors looking to influence their pilots are recommended to do so using trust, or failing that Charm or Deceive. Threatening the irreplaceable pilot of a 40 meter war machine with a court martial, however, is an empty threat more likely to do harm than good.

In short? The Command skill does not work on Evangelion pilots as a form of control, regardless of rank within Nerv. Other fellowship based skills are fine, though.

Common Lore (Basic) Intelligence

Common Lore represents the knowledge that a person can be expected to know without advanced study. While it can be specifically researched and honed, most people can be expected to have come across at least some knowledge in these areas. When this skill is taken, the character may choose their own area of specialization.

The possible areas of specialization in this skill include:

Second Impact: A knowledge of the historical events of Second Impact. This will be a combination of historical accounts and verifiable facts as well as rumors and stories from the time. As this is based on common knowledge, all of this information assumes that Second Impact was caused by a meteor strike.

Science: A basic knowledge of the various sciences, this skill does not represent advanced study in any field and does not cover anything above the high school level.

United States: A knowledge of the history, customs and policies of the United States of America, both before and after Second Impact.

United Nations: A knowledge of the history, customs and policies of the United Nations, both before and after Second Impact.

Chinese Federation: A knowledge of the history, customs and policies of the Chinese Federation, both before and after Second Impact.

Soviet: A knowledge of the history, customs and policies of the New Soviet Union, both before and after Second Impact.

Local News: A general knowledge of who and what are important in the daily affairs of the people in and around your Base of Operations.

History: A knowledge of the general history of the world and its major events and civilizations.

Religion: A knowledge of the various religions of the world and their beliefs, both before and after Second Impact.

War: A knowledge of the major wars in human history, who fought them, who won and a basic understanding of the tactics they used.

Computer Use (Advanced) **Intelligence**

Computer use allows the character to use and access computer systems and perform tasks with them. Using a normal computer under typical circumstances requires no test, like checking your email or surfing websites. Computer Use tests are necessary when attempting to do the unusual - getting access where you shouldn't have it, squeezing function out of a broken system, and otherwise using it to do something you shouldn't be doing or in a condition you normally couldn't do it in.

Hacking

Often, a character will want to gain access to a computer he isn't allowed to have access to. Hacking a system is, naturally, Computer Use. While under most circumstances this will be a test with the difficulty determined by the computer's security, there may be someone active (like a SysOp) or the computer may be active enough to counter-hack (like a MAGI) - in these cases, the roll may be an opposed check instead.

When you have access to a system, you can use some skills through that system - Inquiry can be used to find files and data, Security can be used to defeat existing safeguards on a computer (which otherwise might raise alarms or leave a record of what you've done), and so forth. There are other things a character might be able to do - unlock electronic locks, search an area with security cameras, or cutting off the access of others. These tests may require the use of other skills in addition to or instead of Computer Use. The GM will determine the necessary Skill Tests required for a particular task.

Drive (Basic)

Agility

As in Dark Heresy, but with the following areas of specialization: Automobile (cars, jeeps, and trucks), Heavy (Tanks and APCs) and Motorcycle.

Scholastic Lore (Advanced)

Intelligence

As in Dark Heresy, but with the following areas of specialization:

Angels: A knowledge of the Angels thus fought, their forms and their abilities. It may also be used to recognize similar abilities in new Angels, but cannot be used to research an Angel before it appears.

Astronomy: A knowledge of the universe beyond our world, the stars and their constellations, as well as certain technologies integral to space travel and basic principles of astrophysics.

Chemistry: A knowledge of the composition of various chemicals and how they might be created.

Evangelions: A knowledge of the origins and abilities of the Evangelions.

Government: A knowledge of various social, political and economic systems used around the world.

Physics: A knowledge of the laws which run the physical world, and the ability to use them to your advantage or recognize when something is physically impossible. Note that this does not take into account the reality-warping properties of an A.T. Field.

Tactics: A knowledge of famous military stratagems and how they might be applied to your situation.



Speak Language (Advanced)
Intelligence

The proficiency in speaking a language. Available languages include English, German, Japanese, Chinese, Russian, French, Spanish, Italian and any other human language that the GM chooses to include.

Tech-Use (Advanced)
Intelligence

A character may use Tech-Use to repair mechanical items and to work out how unusual pieces of technology function. When using a simple piece of mechanical equipment under normal circumstances, such as a two way radio, or night vision goggles, no test is required. Generally speaking a test is only required when the item is unusual, malfunctioning, or operating under troublesome conditions.

Tech-Use may also be used to repair faulty or damaged items or vehicles, the difficulty depending on the complexity of the item and how damaged it is. Notably this only pertains to repair of its physical and simple electronic systems. If for instance it became necessary to write a new operating system to render it functional, a computer use test would be required. All uses of tech use do not pertain to the complex aspects of computational components.

It can also be used to build a suitably mechanical item from scratch (not a computer however), although a relevant trade skill is more common.

A tech-use test to determine the function of an item usually takes one minute, but may take more or less time depending on the complexity. A test made to repair an item generally takes much longer: one hour reduced by ten minutes for every degree of success.



EVANGELIONS

- 🌟 **Piloting Your Evangelion**
- 🌟 **Creating Your Evangelion**
- 🌟 **A Unique Evangelion**
- 🌟 **Berserk**
- 🌟 **Creating Your Evangelion**
- 🌟 **Customization**

EMERGENCY

EVANGELIONS

"The Evangelion is a marvelously resilient tool, combining the self-repair of biological systems with the multiple redundancy of artificial weapons. It is capable of sustaining damage that would be catastrophic to any other mechanical or biological weapon and continue performing, and even when it is utterly defeated, so long as it can be recovered it can be restored to full function. Their only weakness is the pilot itself. While an Evangelion can have its waist bisected and continue to fight, it may be difficult to demonstrate to a panicking Nerve-linked child that their own legs are, in fact, still attached."

-Nerv Director of Operations Adrian Hertz

Although they appear to be giant humanoid robots, the Evas are actually cyborgs, integrating a mostly biological being with a substantial mechanical infrastructure and flexible polymer sheathing and armor plating. But like the Angels, their real defense is the Absolute Territory Field (A.T. Field for short). A.T. Fields are almost invulnerable to conventional weaponry, but can be neutralized by deploying an opposing A.T. Field, allowing the Evas to fight the Angels with greater effectiveness than the conventional army.

More information on A.T. Fields can be found in [Absolute Territory](#).



EMERGENCY

EMERGENCY

EMERGENCY

EMERGENCY

PILOTING YOUR EVANGELION

Know your Evangelion

Contrary to both the title of this section, and the designation of the characters as 'pilots', the Pilot skill is not involved in any way with the Evangelions. This results from a combination of the following:

Evangelions are not machines. They are cybernetically enhanced and armor plated, but they are still living creatures. The proper way to stat their abilities in the Dark Heresy rule set (of which Adeptus Evangelion is a modification) would be as creatures. Albeit very large and powerful creatures.

Evangelions are not controlled through a manual interface. Hand controls are present, but lack the ability to actually manipulate the Evangelion with the range and dexterity required. They are merely a focus for the pilot, a part of a larger, telepathic control system achieved by synchronizing with the Evangelion. At this point the Evangelion becomes an extension of the pilot, and normal vehicle rules cease to apply.

For these reasons, piloting an Evangelion is represented by control of a large, powerful character fighting similarly sized opponents. This does not render your 'true' character obsolete, as many of your skills and talents carry over. After all, your character is the one in control, not the Evangelion itself.

An Evangelion is an unrivaled fighting machine that is as much a product of conspiracy and deceit as it is science and engineering. Created by the secret organization SEELE through its puppet organization NERV, the Evangelions are a mix of Angel and human DNA that have been

partially lobotomized and cybernetically enhanced and restrained.

Evangelions are all humanoid in shape, but of a vastly alien biology and a monstrous appearance even with the armor covering. They also have a number of important primary systems beyond simple locomotion and fighting.

Entry Plug

"Did you know LCL sticks to you? It's disgusting. Even when they drain the entry plug I still feel a layer of film on me. Most of the time it even gets under the Plugsuit. That's not the worst of it, though. That all washes off. It's what gets inside you that I just can't stand.

You spend the first minute or so coughing the stuff up, just so you're breathing air again. But it still takes hours to get the taste out of your mouth. I don't know why but it always seems to taste like blood."

- Camille von Zeppelin, Pilot of Unit 01

The entry plugs are long, cylindrical structures with rounded ends which contain the cockpits for the Evangelions. A pilot enters a plug through a hatch in its center; once the hatch is sealed, the plug is filled with LCL (a yellow-tinted, translucent liquid used to mentally link a pilot with the Evangelion and supply oxygen directly to the lungs when breathed). Each Eva has a socket in a cervical vertebra in its upper spine, covered by a retractable plate; the entry plug is inserted into this socket, the hatch closes, and pilot control of the Eva is established. The plugs are heavily armored and equipped with parachutes and rockets

to aid in escape from a badly damaged Evangelion (see [Defeat](#)).

Control from within the entry plugs for activation of the Evas usually consists of voice-commands in conjunction with mental thought, although many functions can be done remotely by Nerv personnel. Controls found within the entry plug include two distinctly designed hand-triggers which are used for simple, but delicate, finger movements, such as using firearms. The screens that show the external environment surround the pilot and are picked up by cameras mounted on the Eva's head, and from the eyes of the Eva itself. They also display other information, and are capable of three-dimensional projections. Smaller windows can be superimposed over the environmental views for communication between pilots and/or the command station in Central Dogma.

Plugsuits – Dressed to Kill

The pilots must be able to "synchronize" with their Evas in order to control them. To aid in this, pilots wear the distinctive uniform of their position: the Plugsuit. The Plugsuit is a form-fitting full body garment which the Eva pilots wear to aid in synchronization with their Evas. The suits are normally baggy but shrink to conform to the pilot's body through a mechanism housed in the wrists of the suits. The suits contain devices which help monitor the pilot's status and give medical aid, such as defibrillation or CPR. No two suits are alike: each suit bears its corresponding Eva's numerical designation on the chest and back and is roughly color-coordinated with that Eva. Pilots also wear A10 Nerve clips, brain-computer interface devices worn by Eva pilots on their heads in order to better establish a direct mental link with their Evangelion.


An Eva pilot without some manner of Plugsuit suffers a -20 penalty to Synch Ratio when piloting. All pilots begin play with a standard Plugsuit, and may choose to use a more unique model using the Alternative Plugsuit Structural Upgrade.

Umbilical Cable

Evangelions have a massive energy requirement, so much so that for functions beyond pilot life support, their internal batteries' charge only lasts for a maximum of 3 rounds. To deploy Evas for longer periods of time, power cables referred to as "umbilical cables" are inserted into the Evas' backs, instantly recharging the battery and giving them unlimited operation time so long as they are plugged in. Evas are capable of reaching behind themselves to attach a new umbilical cable without external help. When Evas are deployed to areas other than the Base of Operations, portable sets of umbilical cables attached to Mobile Support Structures are often brought along to connect them to an external power supply.

Umbilical Cables also have a set, standard length (starting at 60 dam, and which can be increased by spending surplus) that they may be used at. Though most Evangelion movement speeds automatically take into account changing over to new Umbilicals, if an Evangelion moves more dam in a single round than the standard Umbilical length, the umbilical they are plugged into is maxed out and automatically ejects to not hinder the Evas movement, defaulting them to battery power. Evangelions can be voluntarily disconnected from their umbilical cables to provide greater mobility, albeit knowing that they will only have 3 rounds of power. Umbilicals that are ejected voluntarily or for movement are not counted as destroyed.

The Base of Operations has many Umbilical Cables scattered across its surface, which is abstracted to a small number of available Umbilical ports in the part of the Base of Operations that is the current battlefield. This



small number may be increased by spending Surplus to purchase additional Umbilical Cables.

An Eva's Umbilical Cable may be targeted as a Called Shot, and is instantly destroyed on a successful hit. The Eva may attempt to Parry or Dodge, but takes a -10 penalty since it is not actually a part of them they can move at will. An area effect automatically destroys the umbilical.

If an umbilical cable is severed during battle, the end plugged into the Eva's back will automatically eject from the Eva so as not to hinder its movements. If the Evangelion is within the Base of Operations, they may spend a full action to 'fall back' a distance equal to their maximum Run away from the Angel and plug in using another Umbilical port. If, between Umbilicals currently in use and Umbilicals destroyed this battle, no more available Umbilical ports exist this action may not be taken.



CREATING YOUR EVANGELION

In Adeptus Evangelion, in addition to filling out the character sheet for the pilot, there is an additional page for the Evangelion itself.

Each Evangelion has the following sections of its character sheets that need completing.

Baseline

Evangelions are powerful beings, which start with the following statline:

WS	BS	S	T	Ag
Pilot WS	Pilot BS	30	30	Pilot Ag

Note the complete omission of the Intelligence, Perception, Willpower, Fellowship and Synch Ratio characteristics. These characteristics are derived from the pilot of the Evangelion. The Evangelion's WS and BS are often impacted by systems in the pilot's Entry Plug.

Evangelions also start with the following armor and wound placement:

	Armor Points	Wounds
Head	4	(TB)+2
R.Arm	4	(TB) + 4
L.Arm	4	(TB) + 4
Body	7	(TB*2) + 5
R.Leg	4	(TB) + 4
L.Leg	4	(TB) + 4



Unlike characters, Evangelions do not have a single pool of wounds. Instead, each section of the body has its own pool of wounds in addition to its own armor rating. This allows the Evangelion to take massive damage to a limb and lose it without risk of instant death (such as the normal Dark Heresy rules would have it). Unless otherwise stated, any temporary gain of Toughness will not result in additional wounds.

However, if either the body or head are destroyed through critical damage, the Evangelion is 'killed'. However, much like an Angel, as long as the Evangelion's core is intact the Evangelion can be repaired back to full operating efficiency. The Pilot is often not so lucky.

Starting Equipment

Each Evangelion does not begin play unarmed. Rather, even without assigning additional resources, each Eva starts the game with access to a Progressive Knife and a Pallet Rifle. These weapons will always be available to the Eva, in addition to whatever other weapons they purchase. However, they only possess one of each. Should an Eva wish to deploy with two Progressive Knives, they would need to purchase the second one normally.

In addition to the above weapons, each Evangelion begins play with a Wing Loadout(Storage) Structural Upgrade, which is a convenient place to store your Progressive Knife.

Evangelion-Scale Movement (Decameters per Round)				
AB	Half Move	Full Move	Charge	Run
0	1	2	4	6
1	2	4	6	8
2	4	8	12	16
3	6	12	18	24
4	8	16	24	32
5	10	20	30	40
6	12	24	36	48
7	14	28	42	56
8	16	32	48	64
9	18	36	54	72
10	20	40	60	80

Evangelion Falling Damage	
Distance	Damage
6 dam or less	1d5
7-15 dam	1d10
16-30 dam	1d10+2
31-50 dam	1d10+4, 1d10 to Pilot
51-100 dam	1d10+6, 1d10+1 to Pilot
100-200 dam	2d10+2, 1d10+3 to Pilot, +1 level of Fatigue
300+dam	2d10+5, 1d10+4 to Pilot, +2 levels of Fatigue
Orbit	2d10+8, 1d10+5 to Pilot, +1d5 levels of Fatigue

Evangelions use double their SB for the purpose of Jumping and Leaping.

Fluid Reality: Abstraction in AdEva

Abstraction is a handy way of simplifying a problem by hiding the details of it. In much the same way that a GM may determine the fate of entire armies with one or two rolls, abstraction allows you to take something messy and complex and turn it into something that you can actually use in your game. It is, at its heart, the mechanical way of saying “don't worry about it”.

In the series, nowhere was this more present than the size of the Evangelions themselves. Based on the scene, the Evas varied in size from being slightly larger than houses to towering over small mountains. Why? Because the animators went with whatever perspective looked coolest at the time. Don't worry about it.

Adeptus Evangelion, however, assumes that the Eva's are a set size and weight. Specifically around 40 meters tall, and weighing in between 460 and 525 tons (depending on build and armor used). That weight may seem low for a giant robot of that size, but Eva's are mostly organic. Flesh weighs less than steel.

However, while the dimensions of the Eva are set, that does not mean that Adeptus Evangelion totally escapes the grip of abstraction. Nowhere is this more present than in operation times. In the show, we are very clearly reminded that the Eva's have a 5 minute internal battery. This is used to create tension, by giving the pilots limited time to finish the battle in. However, in terms of RPG rounds, 5 minutes can be a lot of time. In the traditional round structure used by Dark Heresy most fights are over long before 2 minutes have elapsed, much less 5.

AdEva, then, chooses to use abstraction to replicate the intent of the operation time limitation, even if we can't do so with the same numbers used in the series. As such, the battery lasts 3 rounds. The battery also last 5 minutes. One round is not one third of the 5 minute timeframe. Yes, this is logically inconsistent. But it is an abstraction you are going to have to accept. Don't worry about it. Or, if it bothers you, you can redefine battery times in your campaign, or say that rounds last for longer, to find a more palatable compromise.

Similarly, the speed of the Eva is also abstracted. This is covered in more detail in the [Tactical Maps](#) section.

"Throughout my career, every project I have worked on has been the 'last, best hope to save the human race', and in each of those projects there have been those devising a new way to kill us all. NERV however, is different. NERV actually has a chance to actually make one of those happen. I wish I could tell you which one."

-Dr. Charles Eisenberg, Vice-Commander

A Unique Evangelion

Color Scheme

When everything is finished being grown, manufactured, installed and covered in 12,000 pounds of fortified armor, it still needs a proper paint job.

Roll 1d100 on the Descriptor and Color charts twice. The first is for your primary color, the other is for your secondary color. If your color rolled is clearly nonsensical (such as Bright Black), feel free to roll again.

Descriptor	Roll Result	Descriptor
	01-20	Plain
	21-40	Bright
	41-60	Dull
	61-80	Dark
	81-00	Neon

Color	Roll Result	Color
	1-11	Red
	12-22	Orange
	23-33	Yellow
	34-44	Blue
	45-55	Green
	56-66	White
	67-77	Black
	78-88	Purple
	89-100	Grey

Distinguishing Features

Evangelions are grown more than built, and can vary wildly even when based on the same basic design. Additionally, many Eva's are built with entirely new implementations of systems, making the creation of any two Evangelions with more than a passing resemblance unlikely. Even if an Evangelion seems physically according to plan, any number of imperfections in the core, growing process or synchronization systems can lead to psychological instability on the part of the Evangelion.

When creating a new Evangelion, roll 4d10. Apply the results of the rolls to the following charts in any order; however no result may be used twice and each chart must have a result attributed to it.

Distinguishing Features - History

Roll	Name	Effect
1	Machina Diabolus	While it may be a coincidence, you're convinced the Eva it is actually trying to get you killed. Whenever this Eva's pilot takes damage while in the Entry Plug, they take an additional point of damage. Its sadism is not purely limited to its pilot, thankfully, and whenever you inflict Critical Damage, inflict one extra.
2	Resurrected	During initial testing, there was a cataclysmic core failure that nearly destroyed the Eva entirely. Only by rebuilding the body with parts salvaged from other, failed Evangelions was this Unit saved. Its fractured nature provides a unique buffer in the feedback response, reducing your SR by 5 while you are its pilot but increasing your Feedback Threshold by 1.
3	REDACTED	Your Eva's history has been systematically erased. Despite being an older model, there is not one file, document, or reference on it before it was transferred to your posting. Roll another d10, you may apply that roll to gain a bonus Construction or Mutation Feature.
4	Super Prototype	Designed to test the limits of next-generation Evangelion Synchronization technology, your Evangelion treats its Synch Ratio as one category higher for the purposes of the Synch Ratio effects chart. This grants the pilot greater control over their Eva, but risks oversynching as well.
5	Flagship	As the symbol of a national power or major corporation, your Eva is expected to perform at its utmost and never appear to be weak. Your Eva represents an investment by your benefactors, but if it is damaged Nerv is held liable. You gain an additional 1d5 + Fellowship Bonus surplus after every battle unless the Evangelion was defeated. If the Eva was defeated, the collateral caused from damage dealt to it is doubled.
6	Brand New	Your Evangelion is fresh out of the box. It is in excellent condition and has plenty of spare parts to use. Whenever this Eva loses a limb or is defeated, it generates 1 less Collateral Damage. Unfortunately, it is untested and poorly calibrated. Lower your WS, BS or Agility in the Eva by 5.
7	Nemesis	Your Evangelion wasn't built to fight the Angels, and some of the systems almost seem more suited to fighting people or other Evas. While in your Eva, you gain Hatred (Evangelions) and Hatred (Mecha). Whenever your Eva berserks, it will treat allied Evangelion-Scale units (including Conventional Forces) as if they were the enemy.
8	Mismanaged	This Evangelion is plagued with terrible paperwork, horribly complicating things whenever funds for this Eva are involved. Your Evangelion's armor is terrible and they suffer an additional point of damage every time they take critical damage. On the plus side, you have more guns! You begin play with an additional WUP.
9	Concept Model	Built using only the best, newest, most expensive tech. It's like a sports car compared to the other Evas. The Evangelion begins play with 1 free SUP and 1 free BUP, but on any deployment it automatically incurs an extra 2 points of collateral damage as high maintenance parts must constantly be replaced.
0	Destined to Meet	The personal history of your Evangelion is a complicated one, with many turns and twists that have somehow made their way towards you as its chosen pilot. Choose any one History Feature other than this one, you keep that Feature.

Distinguishing Features – Construction

Roll	Name	Effect
1	Expansive View	When you look down on the world from the towering height of your Evangelion, it all looks so small to you, like even things far away are only at arm's length. The ranges of AT Powers you use are increased by 10 dam. However, as this screws with your depth perception at close ranges, you have trouble recognizing an enemy's melee range, and may not use the Disengage action.
2	Wingless	Because of a production flaw, the EVA lacks Shoulder Pylons on both arms. However, all is not lost. You can still be equipped with wing loadout Structural upgrades, and are no longer limited by the traditional space of 2 wing slots. You may have a number of wing loadout upgrades equal to your Eva's Toughness Bonus, but each wing loadout costs 1 more SUP than normal.
3	Rescue Charges	Your EVA's frame includes a number of ironically-named devices intended to stave off potential encroachment by the practical expedient of blowing the affected limb off with high explosives. If one of your Evangelion's Arms or Legs becomes individually subject to the effects of an ability that lowers your Ego Barrier, that limb instantly takes 5 critical Explosive damage that cannot be prevented. The limb is lost, but the Ego Barrier damage is prevented entirely.
4	Lightweight Chassis	The Eva's armor is especially light, and any time you would be knocked prone or stunned, the other one also happens. However, the resulting freedom of movement improves your response times granting you a bonus of +10 to your Dodge tests.
5	Hulking Frame	Your Evangelion is well-muscled and well-armored, providing the unit a +5 to its Strength and Toughness, but its Agility is lowered by 5.
6	Feedback Suppressors	Your Evangelion has an amount of Nerve buffers that protect the pilot from all but the worst of the Eva's hardships, at the cost of feeling so numb that your effectiveness in combat is impacted. Raise your Feedback Threshold by 1, but receive a penalty of -1 to all of your damage rolls.
7	Faulty Wiring	There are serious flaws in the electrical system of your Eva, all the way from the sensors to the computers to the wiring itself. Even after repairs, there are flaws in the system. But after removing so many of the limiters, at least your Synchronization has been enhanced. Take a -5 penalty to WS and BS inside your Evangelion, but increase SR by 5.
8	Reactive Armor	Your armor is lined with shaped charges meant to deflect powerful attacks, though said charges are larger and deeper in the armor than is safe. When you take critical damage for the first time in any battle, said damage is halved (rounding up) and becomes of the Explosive instead of the normal type.
9	Reinforced	The Eva has multiple layers of armor, internal and external, making it considerably harder but also more difficult to properly power as the cableage very obviously wasn't designed with such protection in mind. Increase the Eva's AP in all areas by 1, but it has one less round of operational time without an umbilical cable.
0	Black Box	Deep in the labyrinthine wiring of your EVA, there is a small sealed box not present in the blueprints. It has no external features to give clues as to its purpose. The positive and negative aspects of this box are left in the hands of the GM.

Distinguishing Features – Mutation

Roll	Name	Effect
1	Cyclopean	Your Evangelion has a single dominant eye or optical array, far removed from the way human optics work. You begin play with a free Unnatural Eye type Biological Upgrade of your choice and may possess multiple of them at once and their effects stack. The total number of wounds on the head is lowered by 1.
2	Perverse Anatomy	The Evangelion looks bloated, and inside it's even worse. Everything about it is wrong in some way, and the strange qualities of its physiology make it inordinately difficult, and disturbing, to pilot. Take a -5 penalty to Agility, but the unit has an additional +2 Wounds in all areas.
3	Photosynthetic	The Evangelion takes in sunlight and converts it to energy, though all analysis seems to indicate a lack of chlorophyll, in addition to being unusually lethargic and slow on the uptake. You do not add your AB to your Initiative rolls, but when fighting in appropriate levels of sunlight, the Eva's operational time is 1 round longer.
4	Regenerative	When the Evangelion is repaired, it is found to have already healed its minor wounds, which need not be paid for. Subtract one point of collateral from the pool after every fight in which this Evangelion took Critical Damage, but lose 1 Wound in all body areas.
5	Leaper	Possessed of abnormally powerful legs and an "enhanced" Synchronization system to abuse this feature, your EVA is not only exceptionally fast when underway, but also capable of particularly dramatic jumping. Your Evangelion's AB is doubled for the purpose of dodging Blast effects, but lower your Feedback Threshold by 1.
6	Steel Giant	The Evangelion beneath the armor is a powerful beast, noticeably stockier than a normal Eva. The Eva gains an additional AP of 2 for all body locations, but Tests to attack it are at a +10 bonus.
7	Small-Scale Model	Smaller and sleeker than the others, it none the less moves and strikes with vicious efficiency. The Eva has -2 AP for all body parts but Tests to attack it are at a -10 penalty.
8	Multieyes	The Evangelion has an extra set of eyes, usually totaling 4 or 6 eyes. Its increased sense of sight grants it a +5 to Ballistic Skill, making it extra sensitive. Anytime you take Fatigue the Evangelion is blind for 1 round.
9	Extremophile	Your Eva is naturally adapted to very deadly environments. It treats sea pressure depth as 500 meters less, may not be set on fire, and can survive in Space unharmed until it has taken Critical damage (at which point all normal penalties apply). However, your Eva built to be tough, not strong, and reduces its Strength score by 5.
0	The Beast	The Evangelion is very difficult to keep restrained, and tests involving the unit often ended in an attempt to break free in a violent manner. Gain a +20 bonus to your rolls to Berserk, but generate an additional point of collateral from failing to fall dormant and thrashing about.

Distinguishing Features - Soul

Roll	Name	Effect
1	Mighty Soul	Your EVA is possessed of an incredibly strong willpower, and it is all you can do to keep it restrained during combat. The Eva has the Savage Berserk Type.
2	The Joy	Piloting this Eva always puts you in a good mood and makes you feel like you can take on the world. Sometimes, you are actually disappointed when a fight ends. The Eva has the Savage Berserk Type.
3	Twin Soul	Your EVA is unusually easy to synchronize with, and feels inordinately familiar. It's probably just you, but at times it feels almost like it isn't another creature at all, but rather an extension of yourself. The Eva has the Hunter Berserk Type.
4	Skittish	Being in the Eva makes you feel like a trapped animal, always alert of every threat around you and ready to make a run for it at the first opportunity. The Eva has the Hunter Berserk Type.
5	Invasive	Whenever you are in the Eva, you can feel something watching you. Worse yet, sometimes you feel the same presence when you dream. The Eva has the Supernatural Berserk Type.
6	Angelic	Your EVA seems to work subtly differently to all the others, its A.T. Field pattern reads as Blue and is sometimes referred to as an "Angel" by monitoring equipment. The Eva has the Supernatural Berserk Type.
7	Maternal	You feel... safe within the Eva. Like you have a friend that will allow you to come to no harm. The Eva has the Cooperative Berserk Type.
8	Calm	Particular care has been put into making sure your Evangelion does not go out of control, a system of extremely powerful brainwave regulators make it so that the Evangelion stays docile, even when awake. The Eva has the Cooperative Berserk Type.
9	Bonded	Your EVA has somehow become bonded with you on a fundamental level. You and only you can bring out its true potential and it will not be cooperative to other pilots. The Eva has the Unyielding Berserk Type.
0	Invincible	You feel extremely confident in your Entry Plug, like there is nothing that can stand in your way. The Eva has the Unyielding Berserk Type.

"Sometimes, I like to go to the Eva cages at night. I'm pretty cool with Perkins- yeah, the janitor- and he lets me in if I bring him a coke. I like to sleep under my Eva. Not sure why, but I feel like it's safer there. Like something's watching over me. Same reason Hikari sleeps with a doll, I guess."

-Trooper Hong, Pilot of Unit 00

Berserk

"We have exactly ZERO weapons capable of defeating an active Evangelion, other than the Evangelion itself. That means, Recruit Hong, that if that thing goes Berserk there is NOT A GODDAMNED THING WE CAN DO TO STOP IT! The single most powerful weapon ever made will be stomping around our backyard, destroying the most crucial military asset in the United States, and there will be NOTHING we can do about it! And that is the best case scenario! What are we supposed to do if an Angel attacks while your Evangelion is killing our men?"

"I, uh, don't know-"

"WE'RE GOING TO GODDAMNED START PRAYING, BECAUSE THERE WILL NOT BE ANOTHER GODDAMNED THING WE CAN DO! While your Berserk Evangelion is slaughtering our nation's finest, the Angel will be STARTING THIRD IMPACT! It will wipe out the goddamned human race! Everybody you have ever known will be killed, and it will be YOUR GODDAMNED FAULT! Do you want to destroy humanity, Recruit Hong?"

"No, sir, I-"

"I SAID DO YOU WANT TO BE THE BASTARD THAT KILLED OUR ENTIRE GODDAMNED SPECIES?"

"No, sir!"

"THEN IN THE FUTURE YOU WILL MAINTAIN CONTROL OF YOUR EVANGELION, RECRUIT HONG!"

"Sir! Yes, sir!"

"Now we're going to run the simulation again, and this time we will keep running it until you get it right!"

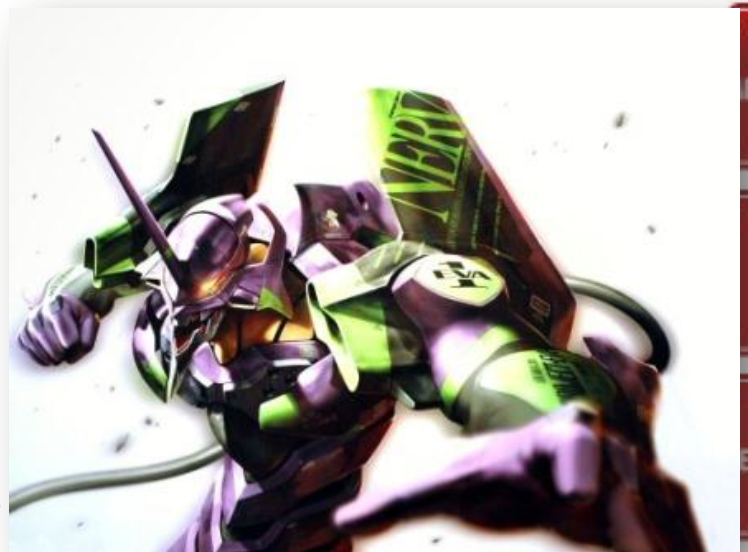
- Recorded in 3rd Branch Simulation Plug room, Nov 14 2012


Despite appearances, the Evangelions are not machines. They are living creatures in mechanical shells meant to restrain and control them as they remain mostly dormant and lobotomized. However, despite efforts to the contrary, sometimes the Evangelion becomes aware of its surroundings and takes control should the pilot become incapacitated.

If the pilot is ever rendered unconscious, or the Evangelion takes damage after it has run out of power, test Synch Ratio at a -30 penalty and, if you succeed, the Evangelion enters the Berserk State.

Upon entering Berserk State the pilot is no longer in control, the Evangelion demonstrates superior fighting prowess and is immune to the effects of Fatigue, Fear, Frenzy, Bloodlust or other states of the pilot. In addition, the Breach of all attacks made by the Evangelion increases by 2 until the end of the battle.

You must make an offensive action of some kind every round if possible, otherwise you must take steps to engage them as quickly as possible. You will not take obviously suicidal actions such as leaping off a building in order to engage someone on the ground, but you will take any actions that have a reasonable opportunity to harm the nearest enemy. The Evangelion remains in Berserk State for the duration of the combat or until the pilot is ejected. It requires no external power to operate, and will continue until its enemies





have been defeated, as well as 1d5 rounds afterwards before again unless threatened. After the Angel is defeated, the pilot must Test Willpower or Fellowship at a +10 bonus. On a failure, your Evangelion thrashes around and deals an extra 1 collateral damage before shutting down. On 2 or more degrees of failure, your Evangelion turns on its fellow Evangelions as if they were Angels.

Berserk Types

When you create your Evangelion, your "Soul" distinguishing feature dictates your Eva's Berserk Type. No matter who pilots that Evangelion, it will use the same Berserk Type every time.

Savage

Your Evangelion is a monster among monsters, a raging beast who will not be tamed. When Berserk, the Evangelion gains a +30 bonus to its Strength and a +10 bonus to its Weapon Skill. However, the Evangelion cares not for things such as 'allies' and all Tests to fall Dormant are made at a -10 penalty instead of the normal +10 bonus.

known to your Evangelion for the duration of their Berserk state this session, and then is forgotten. A new AT Power may be chosen each time you Berserk, though once selected it must be used and paid for as normal.

Hunter

Your Evangelion is a predator, pure and simple. A hunter of Angels. When Berserk, the Evangelion gets +20 to its Weapon Skill, +10 to its Ballistic Skill, and +20 to its Agility. However, for every Reaction you use, the pilot takes 1 point of Impact damage to the body that cannot be reduced in any way. The stress of this Evangelion unleashed is just too much for the human body to handle.

Cooperative

Your Evangelion is more subservient than most, the control systems working as designed rather than shutting off in its waking state. The Evangelion will never attack allies and you automatically succeed on any Test to fall Dormant. The Evangelion is under the total control of the pilot, and as such may act normally. This special connection also grants the pilot a +10 bonus to Synch Ratio, and any Ego Damage incurred by the pilot while Berserk is halved.

Supernatural

Your Evangelion is rather in touch with its Angelic nature. When Berserk, your Synch Ratio increases by +20 and your SR always goes up when you suffer Synch Disruption. In addition, you may choose one AT Power from up to the Manipulation talent one level more advanced than the highest you have purchased (For example, a character with no Manipulation talents would could pick from any Manipulation 1 option. A character with one or more purchases of Manipulation 1 could pick from Manipulation 1 or Manipulation 2. Etc.). This AT Power is

Unyielding

Your Evangelion is an unstoppable abomination, its flesh regenerating almost as soon as it is injured. When Berserk it may regenerate a number of Wounds up to its Toughness Bonus at the beginning of each Turn, distributed as it wishes between body locations. However, the feel of such a monstrosity reknitting its body and sprouting new limbs from the bloody remains brings about unnatural sensations in the pilot inside. The Pilot gains an amount of Insanity Points equal to half the Wounds regenerated (rounding up) every time this occurs.

CUSTOMIZATION

"We can watch the Angel fights on the monitors down in Engineering, you know. Some people might think that it's not right, that it's like watching a gladiator fight or whatever. It's not like that, at least for us. We've been worked ragged keeping those Evas and their equipment fighting fit, so the higher ups let us watch to see it all in action in real time.

At the start, you're Nervous. Obviously. Fate of the Earth at stake and all. But then you see those kids turn it around, and you can't help but cheer them on. Remember that last attack? When the second unit finished the Angel off with a hard left jab and a uppercut? Yeah, the military big wigs and the egg heads all nodded their heads, wrote notes down, and assessed the damages. But us down here in Engineering? We went nuts, totally. There were party hats, noise makers, and I think one guy had a stereo blasting what I can only describe as victory music.

Believe me, we worry just as much as everyone else, but when you've got a hand in it, you get your own satisfaction out of victory, even if you're not in the cockpit."

-Dr. Joseph Zarkev, Evangelion equipment engineer

As the pilot advances in their chosen career path, they will be able to purchase upgrades for their Evangelions. Given the expensive nature of the Evangelions, and the fact that any upgrade takes a team of technicians to install, this can hardly be assumed to be something that comes out of the pilot's own pocketbook or something they can do on their own.

Instead, pilots may requisition upgrades for their Evangelion by spending experience to acquire Upgrade Points, in much the same way that normal characters might acquire more Wounds by spending experience on Sound Constitution. When a pilot buys an Upgrade Point, they put it into a pool of available Upgrade Points that need not be spent immediately. They may then spend these points in between battles to make specific changes to their Evangelion.

There are three types of Upgrade Points. These points are distinct from each other, and may only be used to buy upgrades of their type.

Biological Upgrade Points (BUP) may be used to increase the Strength and Toughness Characteristics of the Evangelion, or provoke changes in its external or internal anatomy.

Structural Upgrade Points (SUP) may be used to buy more armor for the Evangelion, or otherwise modify the technological aspect of the Evangelion.

Weapon Upgrade Points (WUP) work differently from the other types and have their own expanded description later in this chapter.

There are three Research Tiers which represent the resources and technology available to the Nerv branch the pilots belong to. At the beginning of the campaign, Nerv is at Research Tier 1. The Research required to reach Tiers 2 and 3 must be paid for using the Research funds acquired at the end of battles. More information on the process of researching [Technologies](#) can be found in the Base of Operations chapter.

Weapons and Upgrades are available based on what the highest Research Tier is. A pilot may still purchase from lower tiers, but under no circumstances may purchase from higher tiers.

In addition to these Tiers are Technologies. Technologies are researched in the same way as Research Tiers, but represent the development of a specific new technology rather than a general upgrade to all currently existing fields. When a new technology is researched, Nerv gains all of its relevant upgrades or weapons up to the current highest Research Tier. Similarly, upon reaching a new Research Tier, the next tier of all currently researched Technologies are unlocked as well. For more details on how technologies are researched, see [Research](#).

Biological Upgrades

Biological Upgrades (Tier 1)			
Upgrade	Prerequisite	Effect	BUP Cost
Natural Weapon	---	Acquire a Natural Weapon for your Eva.	1
Natural Talent	Natural Weapon	Increase the damage of your Natural Weapon.	1
Bulging Biceps	---	As the Talent from Dark Heresy	1
Redundant Organs I	---	+1 wound to all areas	1
Reactive	---	You are always treated as having an AT Field	2
Regenerative Flesh	---	Reduce repair cost based collateral for the Evangelion.	1
Sprint	---	As the Talent from Dark Heresy	1
Stronger*	---	Increase the Eva's Strength	1
Biological Upgrades (Tier 2)			
Sturdy	---	As the Talent from Dark Heresy	1
Natural Sharpness*	Natural Weapon	Increase the Penetration of your Natural Weapon.	1
Unnatural Eye(Clarity)	---	Improve your Awareness in your Evangelion.	1
Unnatural Eye(Farsight)	---	Improve your aim over long distances in your Evangelion.	1
Unnatural Eye(Spectrum)	---	Improve your ability to see in poor conditions.	1
Redundant Organs II	Redundant Organs I	+1 wound to all areas	1
Adamant Bones	Toughness 40	Reduce Critical Damage to the head and body.	2
Self-Repair	Regenerative Flesh	Recover from certain Critical Damage effects.	2
Tougher*	---	Increase the Eva's Toughness	1
Stronger*	---	Increase the Eva's Strength	2
Biological Upgrades (Tier 3)			
Dense Field (Defensive)	SR 60	Increase the Evangelion's Deflection.	2
Dense Field (Offensive)	SR 60	Increase the Evangelion's Breach.	2
Dense Field (Utility)	SR 60	Increase the Evangelion's available ATP.	2
Redundant Organs III	Redundant Organs II	+1 wound to all areas	1
Tougher*	---	Increase the Eva's Toughness	2

* This Upgrade may be purchased Twice at this Tier, and stacks with itself.

Adamant Bones

Prerequisites: Toughness 40, Research Tier 2

Effect: The Evangelion's skeletal structure becomes a complex mixture that combines the strengths of bone, rock, and various carbon composites. For the fleshy arms and legs, this provides little additional protection (though they are hard to break). But for the head and body, where vital organs are encased in a frame of bone, there is noticeable defensive advantage. This Evangelion reduces all Critical Damage taken to the Head or Body by 1, to a minimum of 0.

Bulging Biceps

Prerequisites: None

Effect: As the Talent from Dark Heresy, applied to the Evangelion.

Dense Field (Defensive)

Prerequisites: SR 60+, Research Tier 3

Effect: Whenever the Evangelion's AT Field is spread, it is treated as having an ATS of 4 higher for the purpose of Deflection. The effects of multiple Dense Field upgrades do not stack. Once one Dense Field option has been purchased, the player may not purchase another.

Dense Field (Offensive)

Prerequisites: SR 60+, Research Tier 3

Effect: Whenever the Evangelion's AT Field is spread, it is treated as having an ATS of 2 higher for the purpose of Breach. The effects of multiple Dense Field upgrades do not stack. Once one Dense Field option has been purchased, the player may not purchase another.

Dense Field (Utility)

Prerequisites: SR 60+, Research Tier 3

Effect: Whenever the Evangelion's AT Field is spread, it is treated as having an ATS of 1 higher for the purpose of generating ATP. The effects of multiple Dense Field upgrades do not stack. Once one Dense Field option

has been purchased, the player may not purchase another.

Natural Weapon

Prerequisites: None

Effect: The Evangelion's biology alters to unlock a primitive form of melee attack. Often a Bite, Claw, Fist or Cranial Horn attack this natural weapon deals 1d10+SB Rending or Impact Damage. Natural weapons, regardless of Damage Type, may not be upgraded with WUP or be used to Parry.

Natural Talent

Prerequisites: Natural Weapon

Effect: The Evangelion is especially adept at using its natural tools. Any and all Natural Weapons of the Eva deal an extra 2 damage.

Natural Sharpness

Prerequisites: Natural Weapon, Research Tier 2

Effect: The Evangelion's natural weapons are especially good at tearing through armor. Any and all Natural Weapons of the Eva gain +1 Pen.

Reactive

Prerequisites: None

Effect: The Evangelion displays a strange ability to sense what goes on around it, even when totally offline or focused on other tasks. On some level, its AT Field is always ready to defend itself. This Evangelion always counts as having a Deflection of at least 1, even when it has invested all available AT Power or is offline entirely.

Redundant Organs I

Prerequisites: None

Effect: +1 Wound to all hit locations.

Redundant Organs II

Prerequisites: Redundant Organs I, Research Tier 2

Effect: +1 Wound to all hit locations.

Redundant Organs III

Prerequisites: Redundant Organs II, Research Tier 3

Effect: +1 Wound to all hit locations.

Regenerative Flesh

Prerequisites: None

Effect: The Evangelion's flesh heals at an accelerated rate, greatly easing repairs to the unit, even if it is not quite fast enough to impact combat. If this Evangelion causes collateral damage from Limb Loss or Defeat, it generates 1 less total collateral. This is only relevant once per combat.

Self-Repair

Prerequisites: Regenerative Flesh, Research Tier 2

Effect: This Evangelion's regenerative ability has greatly increased. By spending a Fate Point, this Evangelion can choose one single Critical Damage effect that persists "until repaired". For the purposes of that effect only, this Evangelion counts as having been repaired.

Sprint

Prerequisites: None

Effect: As the Talent from Dark Heresy, applied to the Evangelion.

Stronger

Prerequisites: None

Effect: Increase the Evangelion's Strength by +5.

Sturdy

Prerequisites: Research Tier 2

Effect: As the Trait in Dark Heresy, applied to the Evangelion.

Tougher

Prerequisites: None

Effect: Increase the Evangelion's Toughness by +5.

Unnatural Eye (Clarity)

Prerequisites: None, Research Tier 2

Effect: The Eva may look human, but it is still an alien beast with inhuman ability. This Evangelion is blessed with an incredible eye for detail, and when in it the Pilot may test Awareness twice and use the better roll. The effects of multiple Unnatural Eye upgrades do not stack. Once one Unnatural Eye option has been purchased, the player may not purchase another.

Unnatural Eye (Farsight)

Prerequisites: None, Research Tier 2

Effect: The Eva may look human, but it is still an alien beast with inhuman ability. This Evangelion is especially good at seeing long distances, and treats the Range of all Ranged Weapons to be 10 more than it really is. The effects of multiple Unnatural Eye upgrades do not stack. Once one Unnatural Eye option has been purchased, the player may not purchase another.

Unnatural Eye (Spectrum)

Prerequisites: None, Research Tier 2

Effect: The Eva may look human, but it is still an alien beast with inhuman ability. This Evangelion proves the point more than most, as it can see in ranges outside what mere humans call "visible light". The pilot of this Eva is never treated as being in Darkness, and may test Awareness to see things that would otherwise be classified as "invisible". The effects of multiple Unnatural Eye upgrades do not stack. Once one Unnatural Eye option has been purchased, the player may not purchase another.

"My biggest fear is that we're going to keep them. We're going to keep them, bring them into the next human war, let them rip apart our enemies. Look, normally, I'd be all for this. I mean, shit, I've got relatives who built the fucking N2 bomb. But we gotta look at the bigger picture; necessary as the Evas are, they're going to be the death of humanity."

- Jason Wareheim, NERV R&D Technician

Structural Upgrades

Structural Upgrades (Tier 1)			
Upgrade	Prerequisite	Effect	SUP Cost
Armor Enhancement I	---	Increase the Eva's Armor by 1.	1
Wing Loadout* (Storage)	---	Store equipment in one wing	1
Wing Loadout* (Battery I)	---	Gain an extra round of activity without the umbilical	1
Autobalancer	---	Increase Acrobatics in the Evangelion by +10	1
Entry Plug(Improved)	---	Improve general weapons accuracy.	1
Entry Plug(Armored)	Armor Enhancement I	Protect the Pilot from Plug Breaches.	1
Structural Upgrades (Tier 2)			
Alternative Plugsuit	---	Replace the pilot's Plugsuit with another model.	1
Armor Enhancement II	Armor Enhancement I	Increase the Eva's Armor by an additional 1.	2
Heavy Chassis	---	Modify the Eva's body armor to support heavy equipment.	2
N2 Powercell	Heavy Chassis	Equip the Eva with a small N2 powerplant.	2
Entry Plug(Trace)	---	Improve melee weapons accuracy.	1
Entry Plug(HarOS)	---	Improve ranged weapons accuracy.	1
Wargauntlet	Armor Enhancement I	Equip the Evangelion with a weaponized armored glove.	1
Wing Loadout (Assault Dock)	---	Store a weapon of larger size in a wing dock.	2
Wing Loadout (Markerlight)	---	Store a markerlight in one wing.	1
Wing Loadout (Smoke Launcher)	---	Store a smoke grenade launcher in one wing.	1
Wing Loadout (Spike Launcher)	---	Store a small missile launcher in one wing.	1
Wing Loadout (MAGI-RMD)	---	Aid the MAGI with a direct uplink.	1
Wing Loadout* (Battery II)	Wing Loadout (Battery I)	Gain an extra round of activity without the umbilical	1
Structural Upgrades (Tier 3)			
Armor Enhancement III	Armor Enhancement II	Increase the Eva's Armor by an additional 1.	2
Wing Loadout (Integrated Weapon)	---	Install a compact weapon into one wing, ready to fire.	2
Wing Loadout* (Battery III)	Wing Loadout (Battery II)	Gain an extra round of activity without the umbilical	1

*This Upgrade may be purchased Twice at this Tier, and stacks with itself.

Alternative Plugsuit

Prerequisites: Research Tier 2

Effect: The pilot is given access to a new form of Plugsuit to replace the standard model they already use. When this upgrade is purchased, select one of the following options:

Anti-Heat suit - Originally designed as a general-purpose protective measure, this suit is designed to protect the pilot in high energy environments, and can keep their body temperature cool in situations where their blood would otherwise boil in their veins. The pilot takes half damage from Energy damage inside of the Entry Plug, including Plug Breaches. In addition, a secondary pressure system allows the pilot to treat depths in high pressure environments as if they were subjected to pressure one category less severe. These effects does not affect the Evangelion itself.

Anti-Concussion suit - This suit is padded with impact-absorbing gel, which forces the pilot to walk awkwardly on the ground but is more effective than any airbag. The pilot takes half damage from Impact damage inside of the Entry Plug, including Plug Breaches. In addition, the impact softens the blow of any fall, and the pilot takes 1 less Fatigue (to a minimum of 0) from falls of great heights. These effects does not affect the Evangelion itself.

Survival Suit - This padded, armored, and helmet equipped suit is designed to act as a self-contained environment. The suit treats the pilot's Toughness Bonus as twice its normal value for the purpose of damage reduction, and allows the pilot to breath in any environment the plug might be breached in, even under water or in space! These effects does not affect the Evangelion itself.

Monitor Suit - This wire-riddled suit is filled with health monitoring and first aid equipment. Once per session, the pilot may use the effect of the Remote Care talent on themselves without spending a fate Point.

Limiter Suit - This suit is visually indistinguishable from the normal model, save for a bulky collar that clasps around the pilot's neck. This collar includes a sensory buffer between the Evangelion and the Pilot. Increase Feedback Threshold by 1.

Test Suit - This suit is filed with experimental technologies designed to prevent terminal feedback from the synchronization process. Whenever the pilot would reduce their Ego Barrier, they reduce it by 1 less.

Armor Enhancement I

Prerequisites: None

Effect: Increases the Armor for all Body Locations by 1 point.

Armor Enhancement II

Prerequisites: Armor Enhancement I, Research Tier 2

Effect: Increases the Armor for all body locations by 1 point which stacks with the bonus from Armor Enhancement I.

Armor Enhancement III

Prerequisites: Armor Enhancement II, Research Tier 3

Effect: Increases the Armor for all Body Locations by 1 point which stacks with the bonus from Armor Enhancement II.

Autobalancer

Prerequisites: None

Effect: The Evangelion's armor is laced with a dense fluid counterweight system, which allows it to change its weight distribution on the fly. The Pilot gains a +10 to all Acrobatics tests made in the Eva.

Entry Plug (Armored)

Prerequisites: Armor Enhancement I

Effect: This Entry Plug has been reinforced with a stronger armor layer. When rolling damage for an Entry Plug Breach, the damage dealt is halved.

Multiple Entry Plug upgrades may not be equipped at the same time.

Entry Plug (HarOS)

Prerequisites: Research Tier 2

Effect: Standing for Heads-up Artillery Resource, the H.A.R. Operating System (HarOS for short) is a unique form of heads-up display for interfacing with the Evangelion's targeting systems. Benefiting from an interactive interface, the system computes and feeds ballistic data in real time using onboard equipment. While the advantages of using this system as a sniper are obvious, the analysis system becomes rather enthusiastic in close range, providing too much information on too many variables to be useful.

Pilots using this Entry Plug gain a +10 to BS (but no bonus to WS) when using the Evangelion.

Multiple Entry Plug upgrades may not be equipped at the same time.

Entry Plug (Improved)

Prerequisites: none

Effect: An advanced version of the baseline Entry Plug design, the hand controls are more sensitive and the targeting algorithms are more refined.

Pilots using this Entry Plug gain a +5 to WS and BS when using the Evangelion.

Multiple Entry Plug upgrades may not be equipped at the same time.

Entry Plug (Trace)

Prerequisites: Research Tier 2

Effect: This revolutionary new plug design replaces the standard seat and hand controls with a spherical chamber with view screens on all sides. The pilot is suspended in the center by pressurized LCL, and their movements correspond to that of the Eva. This system provides ample ease of control of an Evangelion's dexterity and footwork, enough to compensate for low Synch Ratio scores at times, but has only basic additional firearms support. Pilots using this Entry Plug gain a +10 to WS (but no bonus to BS) when using the Evangelion.

Multiple Entry Plug upgrades may not be equipped at the same time.

Heavy Chassis

Prerequisites: Armor Enhancement I, Research Tier 2

Effect: The Evangelion is outfitted with a network of armored structural supports designed to serve as a hardpoint for heavy equipment the Evangelion would otherwise be incapable of using. This also grants the Evangelion 1 extra wound on the body. If the Evangelion takes any critical damage to the body, the structural supports provided by Heavy Chassis are ruined and any upgrades dependent on Heavy Chassis that may be equipped cannot be used until the Evangelion has been repaired.

N2 Powercell

Prerequisites: Heavy Chassis

Effect: The Evangelion is mounted with a small N2 power source that generates an enormous amount of power at a steady, but ultimately limited, rate. The Eva may not plug into an Umbilical Cable for additional power, but has 1 hour of operational time instead of the normal 3 rounds.

However, the N2 powercell is volatile. If the Evangelion is defeated by the destruction of its body, it always is treated as having taken 10 Energy Critical Damage to the body and the powercell explodes dealing 1d10+3 X damage, Pen 2, with a Breach of +4 in a 3 dam area.

Only one Heavy Chassis-dependent Upgrade or Weapon may be equipped at a time.

Wargauntlet

Prerequisites: Armor Enhancement I, Research Tier 2

Effect: One hand of the Evangelion's has been sheathed with a powered exoskeletal glove, providing a perfect mount for various weapons technology. The Evangelion may now spend WUP to add Enhancements and Technologies to the wargauntlet as normal (though for obvious reasons the glove is not a valid choice for the Throwing Enhancement). These applied technologies or enhancements now are applied to the

Evangelions Unarmed attack, or Natural Weapon(Fist) or Natural Weapon(Claw) attacks if they possess them. While the hand equipped with the wargauntlet can hold equipment when not in use, the hand must be empty to be used for any of the above attacks. The other hands of the Evangelion is treated as normal.

Wing Loadout (Assault Dock)

Prerequisites: None

Effect: The Evangelion has a reinforced clamp built into one wing, designed to twist and move as the Eva moves, ducks, and dives. In this way, the clamp can hold a single one-handed melee weapon, or a basic ranged weapon, without off-balancing the Eva or encumbering it as it moves. Each Wing may only have one Loadout at a time.

Wing Loadout (Battery Mk 1)

Prerequisites: None

Effect: Choose one Wing of the Evangelion (left or right). An additional battery that allows your Evangelion to operate longer when separated from its umbilical has been installed. The Evangelion may operate for 1 additional round when disconnected from a power source. Each Wing may only have one Loadout at a time.

Wing Loadout (Battery Mk 2)

Prerequisites: Research Tier 2, Wing Loadout (Battery Mk 1)

Effect: Choose one Battery Mk 1 already purchased and upgrade it to a Mk 2. The Evangelion may now operate for 2 rounds longer than normal when disconnected from a power source. Each Wing may only have one Loadout at a time.

Wing Loadout (Battery Mk 3)

Prerequisites: Research Tier 3, Wing Loadout (Battery Mk 2)

Effect: Choose one Battery Mk 2 already purchased and upgrade it to a Mk 3. The

Evangelion may now operate for 3 rounds longer than normal when disconnected from a power source.

Each Wing may only have one Loadout at a time.

Wing Loadout (Integrated Weapon)

Prerequisites: Research Tier 3

Effect: Choose one compact ranged weapon that the pilot may purchase. The WUP required to purchase this weapon are permanently sacrificed in order to be built into the Eva's shoulder 'Wing' as an integrated weapon. Reduce the WUP pool available to the pilot accordingly. The weapon's stats remain the same, except that its range is decreased by 10 dam and its ammo capacity is increased by 50%. While not requiring the use of the Eva's hands, it requires a similar amount of concentration to fire, thus requiring the same action as if it was being used in the Eva's hands. Each Wing may only have one Loadout at a time.

Wing Loadout (Spike Launcher)

Prerequisites: None

Effect: Choose one Wing of the Evangelion. A row of small rocket-propelled spike launchers has been installed there. The spikes may be fired at any target within 20 dam, dealing 1d10+4 X damage as a single attack with a penetration of 2 and a Breach of 3.

Any projectile that strikes an area unprotected by armor (before Penetration is applied) deals an extra 4 damage. This weapon may only be used once per battle, and is fired as a reaction action. This weapon may not be upgraded with WUP.

Each Wing may only have one Loadout at a time.

Wing Loadout (MAGI-RMD)

Prerequisites: none

Effect: The MAGI- Remote Monitoring Device (RMD for short) is a complicated sensory array in constant communication with the MAGI system. The OD gains a

+20 bonus on [MAGI Analysis](#) rolls or the ability to utilize MAGI analysis while not on the base of operations as long as this Eva has been fielded there.

Each Wing may only have one Loadout at a time.

Wing Loadout (Markerlight)

Prerequisites: None

Effect: As the [Markerlight](#) weapon upgrade, which may be used as a half action.

Each Wing may only have one Loadout at a time.

Wing Loadout (Smoke Launcher)

Prerequisites: None

Effect: As the [Smoke Launcher](#) weapon upgrade, which may be used as a half action.

Each Wing may only have one Loadout at a time.

Wing Loadout (Storage)

Prerequisites: None

Effect: Choose one Wing of the Evangelion (left or right). A specialized container that may store and be deployed with one Knife, Pistol or clip of ammo for the pilot to use is installed.

Each Wing may only have one Loadout at a time.

Special: All Evangelions begin play with one instance of this upgrade, and a Progressive Knife to store there. Extra ammo is always free, but any pistol stored here must be paid for separately.

Ablative Structural Upgrades

Ablative Upgrades (Tier 1)			
Upgrade	Prerequisite	Effect	SUP Cost
Ablative Shield	Ablative Technology, Armor Enhancement I	Outfit the Evangelion with an Ablative Shield that negates damage from one hit to one arm.	1
Ablative Upgrades (Tier 2)			
Ablative Carapace	Ablative Technology, Armor Enhancement II	Negate damage from one hit to the body.	2
Fortified Armor	Ablative Technology, Armor Enhancement II	Become immune to Righteous Furies.	3
Ablative Absorbers	Ablative Technology, Heavy Chassis	Negate damage from one instance of falling damage or an area attack.	2
Ablative Heavy Shield	Ablative Technology, Armor Enhancement II	Equip a heavy Ablative Shield that can be used as mobile cover.	3

Ablative Absorbers

Prerequisites: Ablative Technology, Heavy Chassis, Research Tier 2

Effect: The Evangelion is outfitted with a complex but fragile system of shock absorbers, high energy capacitors and ablative structural supports. This system may absorb and negate the damage from any one area effect or instance of falling damage, no matter how much damage that attack would have done. It always absorbs the first possible attack that overcomes the Eva's Armor and Toughness, and afterward is rendered useless until it can be repaired and vital parts replaced.

Only one Heavy Chassis-dependent Upgrade or Weapon may be equipped at a time.

Ablative Carapace

Prerequisites: Ablative Technology, Research Tier 2

Effect: The Evangelion is outfitted with an ablative shell of advanced armored plates around the body. This shell may absorb and negate the damage from any one non-area of effect attack to the body, no matter how much damage that attack would have done. It always absorbs the first possible attack (any attack that hits the body, is neither dodged or parried, and would deal damage after armor and toughness have been taken into account), and afterward is rendered useless until it can be repaired and vital parts replaced.

Ablative Shield

Prerequisites: Ablative Technology, Research Tier 1

Effect: The Evangelion is granted an advanced shell of ablative armor, grafted onto one arm. This shield may absorb and negate the damage from any one attack to the arm on which it is attached, no matter how much damage that attack would have done. It always absorbs the first possible attack (any attack that hits that specific arm, is neither dodged nor parried, and would deal damage after armor and toughness have been taken into account), and afterward is rendered useless until it can be repaired and vital parts replaced. This does not take up a hand, and is a part of the arm itself.

Ablative Heavy Shield

Prerequisites: Ablative Technology, Research Tier 2

Effect: The Evangelion acquires a massive protective shield. Large enough for the entire Evangelion to crouch behind, it is far too massive for any Evangelion to parry with (and does not count as being on an arm for the purpose of the Sacrifice talent).

However, the Shield is designed to act as mobile cover against ranged attacks. As a half action, the Pilot may set the shield to face a specific direction and crouch down behind it. Thus set, any ranged attack from that direction that requires a Ballistic Skill roll to hit instead hits the shield. Ranged attacks that do not require a Ballistic Skill roll, or which have the Blast quality or some other form of area attack, ignore the shield entirely. In addition, melee attacks from the specified direction made by an enemy of a size equal to or smaller than the Eva similarly hit the shield instead, though they may easily move to a more advantageous position.

The Ablative Shield is very thick, and has multiple ablative layers. Any attack with a Penetration of 3 or less is negated as normal but does not expend the shield on a hit. An attack that hits the shield with a Penetration of 4 or more is still negated, but destroys the shield.

It takes two hands to hold this massive shield.

Fortified Armor

Prerequisites: Ablative Technology, Armor Enhancement 2

Effect: The Evangelion's Armor is designed to handle the worst. Enemies can no longer score a Righteous Fury on the Evangelion. The attack still deals damage as normal, but no extra damage die are rolled.

Weapon Upgrade Points

In the fight against the Angels, nothing short of the survival of the human race is at stake. To this end there is no cost, no amount of resources, that would be considered too high to devote to the cause of Nerv and the Evangelions. Even so, resources are limited by what can be produced. While it has resulted in the economic collapse of more than one country, China's production capacity has been utilized by the UN to produce virtually all of the weapons for the Evangelion program in state of that art, modular factories designed to produce many different kinds of E-Scale firearms with only a few days to modify the equipment between production runs, often saving resources further by cannibalizing old, discarded weapons. Given this sort of backing, each Player's access to these resources has been abstracted into a pool called Weapon Upgrade Points (WUP).

Each player has access to a limited amount of WUP. This requisition is spent at the beginning of each new Angel attack to buy the weapons they will be using for that battle. At the end of each battle, players have the option of re-spending their requisition as they see fit, but it is important to note that weapons purchased by requisition are on-loan only. If the player does not re-spend the necessary requisition for the weapon at the start of their next mission, they no longer have that weapon available until such a time until they DO allocate their WUP to use it again. Regardless of WUP costs, one may not have more than 2 of any given weapon at a time.

Independent of what they purchase with their WUP, each pilot begins play with 1 Pallet Gun and 1 Progressive Knife. These weapons are always available to the pilots, regardless of how much WUP they have or what they spend it on. They are not required to deploy with either, but they may not permanently trade it away or lose it.

"The pallet gun? Oh lord, not another reporter asking about that travesty. Look, no one had ever designed something that large to be moved before. To fire at anything other than single shot? Never. To be accurate in the hands of someone 40 meters tall? Does this line of questioning answer your question?"

I admit, the thing is and was pathetic, perhaps the single worst part is that we can't get rid of them, its listed in the production procedures that 'all Evangelions are to be issued a Mark 2 progressive Knife, and a Pallet Rifle at the time of production.' Now the progressive Knife, there's a solid piece of work, designed by some no name corporation that made Box cutters. Can you believe that? Box cutters. Even has a built in second blade in the event the first one shatters."

-Dr. Joseph Zarkev, Evangelion equipment engineer

"You want me to fight those with a defective gun and a box cutter?"

- Trooper Hong

New Weapon Special Qualities

Beam

This energy attack, when used on single shot, automatically succeeds its roll to hit with as many degrees of success as last round if it successfully hit the target last round. A new half action must still be spent on 'maintaining' the single, continuous attack. Deflection and dodge is assumed to resolve in exactly the same manner as it did in the previous round.

Burning

On a successful hit that deals at least 1 damage after armor and TB, the target must test Agility or be set on fire. This trait may only be applied to weapons that deal E damage. Regardless of how many times this is triggered, the target need only test Agility once per round at most.

Burst

This weapon may be fired on semi auto as a half action, but does not gain a bonus to BS for doing so.

Carbine

Through various space-saving design traits, the weapon is much smaller, lighter, and easier to control than its class would suggest. Though it is still designed to be wielded like a rifle, it can, if necessary, be used like a much smaller weapon, such a pistol or submachine gun. Basic weapons with the Carbine Quality impose only a -10 penalty when wielded single handedly, rather than the normal -20.

Chain

A crude but effective form of attack, this weapon has traded any fine edge it might have had to instead mount a high-speed diamond-tipped titanium chain. Which effective at tearing through all but the toughest of metals, it can't be fought with like traditional weapon as it does its damage via

surface contact rather than cleaving into the enemy with brute force.

The weapon deals an extra 1d10 damage, but does not add its SB to damage. This weapon has a +0 Breach modifier and gains the 'Unwieldy' quality. In addition, if an attack by this weapon is parried by an Angelic Weapon, even on a success this weapon still deals damage to the body location used to make the parry (such as the arm for a claw or arm ram, or the head for a bite).

This Trait may only be applied to Rending Melee Weapons.

Compact


Different from the Weapon upgrade of the same name, in Adeptus Evangelion a weapon with the 'Compact' quality is small enough to fit in a wing dock (either a knife dock for a melee weapon or a pistol dock for a ranged one).

Longshot

This weapon has an incredibly long range, and indeed is designed to work best at such ranges. The user takes a -30 penalty instead of a +30 bonus for being in Point Blank Range, a -10 penalty within 20 dam, gains a +10 against anything further than 100 dam away and gains a +30 bonus against an enemy in Orbit or on another continent. However, the weapon is still controlled by a person, and may not be fired against enemies that the player cannot see or do not have accurate coordinates provided for by a third party. For such long distance shots, it is up to the GM whether such a shot is possible.

Mounted

Due to either complex power requirements, staggering weight, or the need for bracing beyond that which can be provided otherwise, the weapon must be mounted in some fashion in order to be used; either using a deployable support rest, or on the



Evangelion's chassis itself by interfacing with pre-installed weight distribution, power feed and shock reduction systems, to offset its outstanding requirements. Mounted weaponry cannot be fired from a non-mounted position. The weapon must be mounted on an Evangelion equipped with the Heavy Chassis upgrade. Fitting the weapon to an Eva requires a Full Action. The weapon still requires two hands to operate, but is Braced by default when mounted. A Heavy weapon, while mounted on a Heavy Chassis, reduces the Evangelion's Agility by 20.

Maser

Masers, as high-intensity microwave weapons, pass through most forms of matter with little to no impediment and can cause severe internal damage to most organic structures.

This quality bestows the Proven(4) quality, with the addition that its effect applies to extra damage die rolled during Righteous Fury as well.

Pneumatic

Pneumatic weapons are weapons with a built in set of high-energy pistons set to fire off on impact, adding an extra driving force to each blow.

A Pneumatic weapon automatically passes the WS test to confirm a 'Righteous Fury', and on a Righteous Fury the target is knocked off balance, losing any unspent Reaction Actions they might have had. Additionally it increases the damage of the weapon by 1. This Trait may only be applied to Impact Melee Weapons. This weapon has a +1 Breach modifier.

Polythermic

This weapon soaks in ambient energy around it, such as light, electromagnetic waves, and even the exotic forces of the AT Field, to power an intense exothermic reaction. In laymen's terms, it gets hot. Very

hot. So hot that looking at it without protective gear can actually cause blindness, and direct contact with it can melt concrete.

Whenever this weapon deals Critical Damage, it sets the hit body location on fire. The weapon gains +2 Breach, and whenever this weapon is used to parry another weapon, there is a 50% chance that the other weapon is destroyed. Note that this only applies to handheld weapons, not natural or angelic weapons. Finally, if this weapon ever strikes an area that is already on fire, it deals an extra +4 damage due to an exothermic surge as it draws on the heat of the fire.

Positron

Positron weaponry fires a dense and powerful beam of positrons, the antimatter equivalent of electrons. At sufficiently high outputs, Positron Weaponry has the unique destructive power to penetrate an active A.T. Field.

Positron Weapons have a Breach Rating equal to their Penetration. This is included in the starting statlines of any weapon with this quality, though further changes to Breach or Penetration affect the other as well.

Precise

This weapon is designed for pinpoint accuracy. When using this weapon, the pilot may spend a Reaction Action to get the same benefit as the Half Action Aim action.

Progressive

With a vibrating weapon, the constant oscillating motion of the blade results in multiple impacts per second to create a shredding effect more like a jackhammer than a knife. Progressive Weapons take this one step further by oscillating at such high speeds that the friction causes the blade of the weapon to become white hot.

The Progressive special quality can only be applied to rending weapons, and results in the exact same effect as the Tearing special quality from Dark Heresy, as well as

increasing the penetration of the weapon by 1. This weapon has a +1 Breach modifier.

Proven

This weapon is especially well engineered, and is based on an extensively tested design. Each weapon with this trait has an accompanying rating, and should it ever roll a number on the die for damage lower than its rating, it is treated as having rolled the rating instead. This counts for initial damage rolls only, and not extra damage from Righteous Fury or any other additional damage source that would stack with the original.

Slow

This weapon takes a lot of effort to use, and depends on a clean follow through to be effective, making quick strikes with it almost worthless. This weapon may not be used to make multiple attacks with the Swift Attack, Lightning Attack, or Furious Blow talents.

Tesla

The outer edge of the weapon is replaced by a complex array of conductors and coils, enabling it to dispense ultra-high voltage shocks to the enemy on contact. While exceptionally painful, electrocuting

something the size of an Angel to death is almost impossible.

The weapon deals an extra 1d10 damage and increases its Pen by 2, but, no matter what the damage rolled is, it cannot deal more than 1 Critical Damage per attack. This weapon has a +1 Breach modifier. The damage type of this weapon changes to E.

Throwing

This weapon is designed to be thrown at the enemy in addition to its role as a Melee weapon. It may be thrown using a Ballistic Skill test, and has a range of 4*SB. This cannot be applied to Natural Weapons. When a melee weapon is thrown, it still benefits from any Talent that would apply to equivalent melee attacks.



Specific Melee Weapons

Melee Weapons: Specific (Tier 1)							
Name	Class	Hands	Damage	BR	Pen	Special	Cost
Progressive Knife Mk1	Melee	1	1d5+3 R	+1	4	Progressive, Proven(3), Compact	2 WUP
Tonfa	Melee	1	1d10+1 I	+0	1	Balanced, Compact	1 WUP
Melee Weapons: Specific (Tier 2)							
Progressive Knife Mk 2	Melee	1	1d5+4 R	+2	5	Progressive, Proven(3), Compact	3 WUP
Core Knife	Melee	1	1d5+1 R	+1	4	Progressive, Compact	2 WUP
Sonic Guillotine	Melee	1	See Text	+5	--	Compact, Throwing, See Text	2 WUP
Melee Weapons: Specific (Tier 3)							
Magorake-E Sword	Melee	2	1d10+4 R	+2	4	Progressive, Proven(4), Balanced	6 WUP

"The latest technological breakthrough? Are you kidding me? This core knife is just four prog knives strapped to one handle! They actually pay people money to come up with this crap?"

-Trooper Hong

Core Knife

Based on an old design, the Core Knife is built with the principal in mind that the Angel's only true weakness is the Core. This modified Progressive Knife is designed to deal a mortal blow, or at least a potentially mortal one, on a direct hit to the Core. Unfortunately, it required a level of sophistication in Progressive technology that Nerv lacked. Until now, that is.

The Core Knife is built around four small progressive blades parallel to each other on a single hilt. This is because it is designed to break. If the Core Knife ever deals Critical Damage, the Evangelion can choose to plunge in the knife into the wound, causing the separate blades to snap off of the hilt and, through their own progressive vibration, burrow their way into the target in four separate directions, dealing massive internal damage to the target. This destroys the Knife, but deals an extra 5 Critical Damage to the struck body part.

Progressive Knife MK I

The standard issue melee weapon of the Evangelions, Progressive Knives represent one of the best reasons to get in close to the enemy. The blade of a Progressive Knife vibrates at a speed that causes such extreme friction with the air around it to make glow white hot. A Progressive Knife can cut through most things like paper, and even heavily armored targets can be taken down with a well struck blow.

Each Evangelion begins play with a Progressive Knife.

Progressive Knife MK II

Utilizing recent advances in progressive technology, the Mark 2 Prog Knife has a blade built out of smaller, independent, progressive sections of blade. This not only results in a significant increase in the knife's destructive potential with no increase in size, but also allows the knife to continue

operating after a section of blade has been snapped off.

To this end, the standard knife design has been replaced by one rather like a boxcutter in design. Whenever the weapon would be destroyed, as a free action the Eva may extend another section of progressive blade segments from the hilt and continue using it. However, each knife only carries enough spare segments to do this once. If the knife would be destroyed a second time before the knife can be repaired, the knife is destroyed as normal.

Progressive Sword

Until recently, large progressive weapons were impossible to build. Or, more accurately, possible to build but impossible to wield without breaking them. The Progressive Sword, also known as "MagorokE(xterminate) Sword", heralds a new age of weapons technology by finally mastering a scaled-up version of the Progressive Knife. While a powerful cutting weapon, it is rather heavy and requires both hands.

When this weapon confirms a Righteous Fury, it deals an extra 2d10 damage instead of 1d10, but may not explode further.

Sonic Guillotine

One of the more esoteric weapons in Nerv's arsenal, resonance drill technology uses oscillation technology not unlike that found in progressive weapons to create a destructive resonance in the target. While a stunningly effective weapon, the resonators used are fragile, and when applied to Evangelion scale quickly break under the strain. Even worse, the process requires two resonators on opposite sides of the target for the effect to be created, making its implementation in any form of conventional weapon impossible.

The Sonic Guillotine, however, is not a conventional weapon. The set of two poles, each containing a series of resonance emitters, are meant to be placed on opposite sides of a target and then activated remotely.

Each pole is collapsible, and may fit into a Wing with the Wing Loadout (Storage) upgrade. Sadly, each wing can only store one compact pole at a time, requiring the other pole to be stored elsewhere. For obvious reasons, a common tactic is to give the other pole to an ally for a synchronized attack.

If the pole is already in hand, it may be planted in the ground as a reaction action. If still

stored in a wing, it may be retrieved and planted in the ground as part of the same half action. If both poles have been planted in the ground, and are within 10 dam of each other, they activate.

Anything directly in between the two poles immediately takes 1d5 R critical damage to the body, regardless of how many wounds they still have. This 'attack' may be deflected by an A.T. Field as normal, but may not be dodged. Keep in mind that while this imposes the effects of the listed critical damage, the enemy maintains their remaining normal wounds on the body, and such wounds must still be addressed before more critical damage may be applied as normal. These poles may be thrown as a spear, and due to internal gyroscopes are considered to be planted in any space in which they land.

After activating, the poles are rendered useless until repaired.

Tonfa

A heavy club designed to align parallel to the arm rather than perpendicular when held. If more than one Tonfa is wielded at a time, the user gets a +20 bonus to parry in place of the normal +10 from Balanced.

Melee Weapons: General (Tier 1)							
Name	Class	Hands	Damage	BR	Pen	Special	Cost
Axe	Melee	1	1d10+2 R	+1	1	Unbalanced	1 WUP
Flail	Melee	1	1d10+2 I	+1	1	Flexible, Slow, Unwieldy	1 WUP
Hammer	Melee	1	1d10+4 I	+0	2	Slow, Unbalanced	1 WUP
Other	Melee	2	1d10+1 I/R	+0	2		2 WUP
Spear	Melee	2	1d10+3 R	+1	2	Throwing	1 WUP
Shield	Melee	1	1d5 I	+0	0	Defensive	2 WUP
Sword	Melee	1	1d10+1 R	+1	1	Balanced	2 WUP
Unarmed*	Melee	1	1d5 I	+2	0		0 WUP
Melee Weapons: General (Tier 2)							
Great Weapon	Melee	2	2d10+2 I/R	+0	2	Unbalanced, Slow	3 WUP

***The Evangelion always has this weapon available so long as it has arms**

Axe

A heavy sharp blade on a reinforced shaft, the axe is a powerful close combat weapon. When made progressive, only the cutting edge of the axe is modified, effectively incorporating a Progressive knife blade (or sometimes two) into the overall design rather than making the entire weapon truly Progressive.

Flail

A heavy weight (usually outfitted with ridges or spikes) on the end of a reinforced chain, this weapon looks as if it belongs in medieval Europe. And perhaps it does. Regardless of what the flail is adorned with, it may not be made Progressive.

Great Weapon

Quite simply, a very large weapon. Be it an axe, a blade or (with an appropriate change to Impact damage) a Hammer, the Great Weapon represents a two handed weapon that can do some serious damage.

The Great Weapon is also designed to reflect the double headed heavy blades wielded by the Mass Produced Evangelions, although obviously lacking the ability to assume the form and properties of the Lance of Longinus. Currently, this weapon is far too large to be made Progressive even if it does end up doing Rending Damage.

Hammer

A solid block of heavy metal on a shaft, hammers represent a simple but brutally effective melee weapon.

Other

This is a catch-all category for any unique form of melee weapon you want your Evangelion to be equipped with, but is not listed specifically as an option in the charts. Examples include sickles, drills or staves. Such a weapon always deals Impact or Rending damage. Consult with your GM to ensure that the form of weapon you choose is in keeping with their intended theme of the game.

Spear

A sharp bladed weapon on the end of a reinforced pole some 30 meters in length. The Spear is also designed to be thrown short distances.

Shield

A reinforced armor plate held in one hand by the Evangelion, the shield can be used as a crude and ineffective weapon. The arm holding the shield is considered to have 2 more AP than it actually does.

Shields cannot be upgraded as weapons.

Sword

A versatile weapon, the sword lacks the brute damage capable of an Axe or Hammer, but due to its balance and shape is ideal for parrying a foes attacks.

Unarmed

The Unarmed attack, while unimpressive, is always available to Evangelions so long as they have one arm remaining. No WUP expenditure is necessary to use it.

Melee Upgrades

There are two types of Upgrades for Melee Weapons: Enhancements and Technologies. Enhancements are minor mechanical bonuses, and each may only be selected once for a given weapon though one weapon may have multiple Enhancements. Technologies are more advanced traits, and each weapon may have at most one Technology, though they may have Enhancements as well. Premade Specific Melee weapons may select Enhancements, but not Technologies.

Enhancements

Name	Prerequisite	Effect	Cost
Throwing	One handed	The weapon gains the Throwing Quality.	1 WUP
Light	None	The weapon gains -1 Damage, -1 Pen (to a minimum of 0), and a +10 bonus to WS tests.	1 WUP
Heavy	None	The weapon gains +1 Damage, +1 Pen, and a -10 penalty to WS tests.	1 WUP

Technologies

Name	Prerequisite	Effect	Cost
Progressive	Rending Damage, Heavy Progressive Technology	The weapon gains the Progressive Quality.	3 WUP
Pneumatic	Impact Damage	The weapon gains the Pneumatic Quality.	2 WUP
Chain	Rending Damage, Chain Technology	The weapon gains the Chain Quality.	2 WUP
Polythermic	Rending Damage, Polythermic Technology	The weapon gains the Polythermic Quality	2 WUP
Tesla	Impact Damage, Tesla Technology	The weapon gains the Tesla Quality.	3 WUP

RANGED WEAPONS

BALLISTIC

Ballistic (Tier 1)											
Name	Class	Range	RoF	Dam	Br	Pen	Clip	Rld	Special	Cost	
M-7 Handcannon	Pistol	30dam	S/-/-	1d10+2 I	+ 0	2	6	1Half	Compact, Reliable	1 WUP	
Pallet Rifle	Basic	50dam	S/2/3	1d10+2 I	+ 0	0	6	1Half	Carbine, Reliable	1 WUP	
Gatling Gun	Heavy	50dam	-/-/5	1d10+2 I	+ 0	0	20	2Full	Inaccurate	3 WUP	
Ballistic (Tier 2)											
M-8 Handcannon	Pistol	40dam	S/-/3	1d10+2 I	+ 0	2	6	1Half	Compact, Reliable	2 WUP	
P-8 Carbine	Basic	60dam	S/3/4	1d10+2 I	+ 0	2	18	1Half	Burst, Carbine, Reliable	2 WUP	
Rocket Rifle	Basic	150dam	S/-/-	1d10+6 X	+ 1	3	3	1Half	Blast (4)	3 WUP	
Heavy Railgun	Heavy *		S/-/-	1d10+5 I	+ 3	5	4	2Full	Longshot, Mounted, see text	5 WUP	
Ballistic (Tier 3)											
Anti-Eva Bazooka	Heavy	500dam	S/-/-	2d10+2 X	+ 2	2	4	2Full	Blast (6)	6WUP	

PALLET RIFLE

Colloquially known as the Pallet Rifle, the officially designated MM-99 AU Assault Rifle is the first firearm ever manufactured for Evangelion scale use. In order to account for every possibility of an Angel combat situation, unprecedented amounts of time and money went into designing the perfect standard combat rifle that all Evangelion weaponry would follow. Incorporating elements of all the most successful rifles throughout history, the Pallet Rifle is a durable and lightweight bullpup configuration carbine with multiple selective fire settings and entirely ambidextrous components. It would be heralded as the UN's crown jewel and a multinational pinnacle of firearms technology, if it weren't for one thing: it is only barely effective at killing Angels. The utter ineffectiveness of conventional ballistic shells in combat against the Angels has ensured that the Pallet Rifle is the first, and last, of its kind.



M-7 HANDCANNON

Designed as a "hold-out" sidearm to be distributed to Evangelions entering combat along with the Pallet Rifle, the M-7 is just as superbly designed as its intended companion. The compact frame fits perfectly into the slightly disproportionate hands of an Evangelion, and is built to be

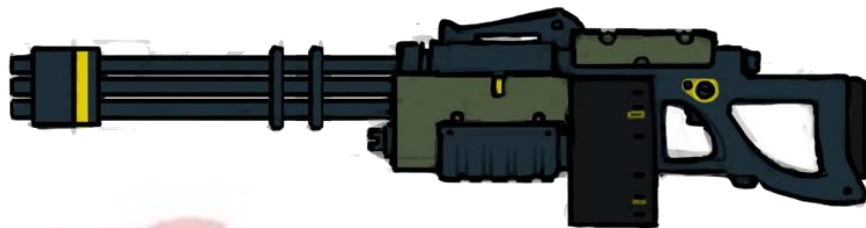


easily stored in a wing dock for quick release. Despite its small size, it manages to chamber and fire massive cartridges originally designed as shells for battleship deck cannons at an astounding effective range. The internal components are also cleverly constructed using interchangeable parts with the Pallet Rifle to ensure ruggedness, reliability, and easy maintenance. Unfortunately, it shares another trait with its partner system. It is also, a woefully inadequate weapon for combating Angels; only causing marginally more damage per shot, with a much smaller ammo capacity.

GATLING GUN

The 'EM-266 Evangelion Revolving Multi-Barrel Machine Gun' was the first heavy weapons platform designed for Evangelion "Man Portable" use. Created and

manufactured during the initial wave of Evangelion firearms production, the Eva-sized Gatling Gun utilizes many of the same design principles that went into the Pallet Rifle and the Handcannon. Incorporating interchangeable parts, redundant electric motors and drive chains, high performance recoil-dampening muzzle breaks, lightweight polymer and carbon fiber construction, and internal liquid nitrogen barrel cooling systems, it fires colossal rounds at a blistering rate from a drum magazine inserted under the weapon, making it an absolutely devastating weapon when used against just about anything . . . but an Angel. While specialty ammunition can turn it into a respectable weapon, the mass produced default shells have such poor ballistics as to make them even less effective than the Pallet Rifle individually.



P-8 CARBINE

Representing the two generation leap in technology between its construction and that of its predecessor, the Powered-8 Carbine is massively improved over the Pallet Rifle in nearly every respect. Discarding conventional, gas driven ballistics, the P-8 applies the same electromagnetic rail technology employed in the Evangelion launch elevators to discharge solid metal flechettes at supersonic velocities with the range and firing speed of an assault rifle. Though the rounds themselves are smaller than that of the Pallet Rifle, the new technology surpasses the old weapon's rate of fire and penetration, and triples its ammo capacity while sacrificing nothing in reliability or versatility, making it a perfect standard weapon system.

ROCKET RIFLE

The Rocket Rifle is a somewhat unusual, gun sized device resembling a grenade launcher mixed with an anti-armor rifle. Repurposing the old, unsuccessful concept of gyroscopically stabilized rocket-propelled ammunition, the original bullet design found itself replaced with a warhead tip packed with powerful high-explosives. Overall ammo capacity is small, but each shot packs a tremendous punch for a weapon as portable as a rifle. The self-stabilized rockets also lend the weapon an extreme range and unfaltering accuracy, though the blast range should be watched carefully.

HEAVY RAILGUN

Before the Evangelion Project was completed, a number of anti-Angel weapons were planned, some of them even reaching prototype stages before eventually failing. One such project was the "EM Funnel Warhead", which was intended to be a form of anti-Angel munitions. A two stage warhead, the round absorbs ambient electromagnetic energy and releases it directly ahead of the round prior to impact to overwhelm a hostile AT Field... at least in theory. In practice, it turned out to be woefully inefficient and proved unable to overcome even a weak AT field in standard field tests. The project was shelved, until recently...

The simply named "Heavy Railgun" is little more than an enormous series of electromagnetic plates and rails forming a rectangular, open "barrel". Requiring a colossal bank of high performance generators and electrical capacitors, the Heavy Railgun is too heavy to be easily portable without specialized shock absorbing braces. Otherwise, it would be more than capable of knocking over an Evangelion unit with its tremendous recoil! The Heavy Railgun can even fire rounds into low earth orbit, though at extreme range penetrating the enemy AT Field is almost impossible with normal munitions.

It was a Magi resources audit that finally connected the dots, pairing the experimental EM Funnel Warhead with the Heavy Railgun delivery system. In a standard engagement against forces on land, sea or air, the special munitions are only marginally more effective than a solid steel slug of similar size. But when fired against an enemy in space, the warhead passes through the Ionosphere, gaining a charge in the process beyond man's ability to replicate otherwise. Against orbital opponents, the Heavy Railgun gains a +5 to Breach and deals +2 damage. However, there is reason to believe that use of this weapon does irreparable damage to Earth's ozone layer with every shot.



ANTI-EVA BAZOOKA

Though nothing much more than a simple upscaling of the previously successful Rocket Rifle, the Anti-Eva Bazooka is a fearsome weapon. With the extra space and weight allowances provided by its redesign into a heavy weapons platform, the rockets the weapon carries in its vertically inserted magazine rack are nearly triple the size of the Rocket Rifle, and are capable of detonating with enough force to level city blocks. Though the name indicates the project's original direction (a weapon system meant to be used in the situation of a hostile nation attacking with an Evangelion) the Anti-Eva Bazooka finds much more frequent use blowing Angels to itty bitty pieces.

MASER

Maser (Tier 1)											
Name	Class	Range	RoF	Dam	Br	Pen	Clip	Rld	Special	Cost	
MAS Pistol	Pistol	40dam	S/-/3	1d10+1 E	+ 1	3	30	1Full	Maser, Compact	1 WUP	
MAS Rifle	Basic	80dam	S/3/-	1d10+2 E	+ 1	3	30	1Full	Maser	1 WUP	
HELIOS Rifle	Basic	150dam	S/-/-	1d10+2 E	+ 2	4	10	1Full	Maser, Precise, Burning	2 WUP	
Maser (Tier 2)											
MAS Repeater	Basic	80dam	-/4/8	1d10+1 E	+ 1	3	40	1Full	Maser, Burst, Carbine	3 WUP	
MAS Tactical	Pistol	80dam	S/2/-	1d10 E	+ 2	2	10	1Full	Maser, Burst, See Text	2 WUP	
HELIOS Annihilator	Heavy	50dam	S/-/-	1d10+6 E	+ 2	7	10	1Full	Maser, Burning, Overheats, see text	5 WUP	
Maser (Tier 3)											
HELIOS Pistol	Pistol	40dam	S/-/-	1d10+6 E	+ 3	5	1	1Full	Maser, Compact, Burning, Overheats	2 WUP	
Siege Maser	Heavy	*	S/-/-	2d10+3 E	+ 2	5	5	1Full	Maser, Beam, Longshot, Mounted	6 WUP	

MAS RIFLE

Of the two separate energy weapon projects commissioned by Nerv, MAS was the first to deliver a working prototype. As such, it was the MAS Rifle that set the standard for maser technology. Mainly composed of compact electrical systems dispersed throughout an ergonomic frame, the entire weapon has almost no moving parts, and is incredibly lightweight. Power is supplied to the weapon via portable batteries that are inserted into the gun's charging port like a magazine, and similarly discarded when drained. Being the archetypal maser weapon, the MAS Rifle boasts greater range and accuracy than a solid projectile weapon, and stores enough power in its battery for a staggering number of shots. What it lacks in stopping power, it makes up for in its general ability to penetrate armor to cook the flesh beneath.



HELIOS RIFLE

Not to be left behind, the HELIOS project sought to compete with MAS by aiming for a different application of maser technology entirely. While delivering comparable damage to the MAS Rifle per shot, HELIOS provides a much tighter beam allowing for greater armor penetration and a dramatically improved range. This increase, however, is not without price, and is draining on the battery. While an excellent long ranged weapon, it lacks the rate of fire and ammo capacity of its MAS counterpart. Despite these setbacks, the weapon proved successful in the field, and this style of maser weapon would prove to be definitive of weapons developed by the HELIOS project in the future.



MAS PISTOL

The MAS Pistol uses almost all the same internals as the rest of the MAS series and functions at almost exactly the same capacity, with only a small reduction in effective range due to the shorter focal array necessary to fit the weapon into wing dock storage. Though it is a lower powered weapon than more conventional handguns, its staggering rate of fire, high ammo capacity, and supreme reliability make it a popular backup weapon.

MAS REPEATER

Unable to compete with the sheer power of HELIOS produced weapons, MAS instead took refuge in their advantage in rate of fire. And the MAS Repeater certainly has rate of fire to spare. Firing a relatively weak maser hundreds of times per second, it generates considerable heat buildup on the target area. Dealing with a weaker beam, the weapon requires less heat shielding and other heavy equipment, making it easily gripped in a single hand. While representatives from HELIOS delight in pointing out the pitiful damage per shot comparison to their products, the MAS Repeater proves that quantity has a quality all its own.

MAS TACTICAL

During development of the Repeater, experimentation with different beam frequencies revealed that radiation buildup could occur on the target area after certain alternating beam frequencies. It was not until after the Repeater was completed that the potential for this "side effect" was realized. By intentionally creating a tiny, controlled and pinpoint-accurate radiation flare on the surface of the target of a pre-determined isotope type, the maser weapon could "tag" a point on the enemy that would be very easily tracked and targeted by any sufficiently advanced monitoring equipment. Such as that available to Nerv and the Magi.

Whenever this weapon strikes an enemy, regardless if damage is dealt, it is as if that enemy was the target of a Markerlight.



HELIOS ANNIHILATOR

Almost entirely eschewing focal components, this shoulder-mounted bulk of the weapon is equipped with an adjustable wide bore firing lens. The HELIOS Maser Annihilator represents maser technology at its unrefined, raw potential: laying flaming waste to entire swaths of land by bombarding every square inch of its surface with penetrating radiation. Though it is classed as a heavy weapon, the relatively light weight afforded by maser technology allows it to be easily portable and require no special firing setup.

At the time of firing, the user may choose to expend 3 ammo from their clip instead of the standard 1. In this case, the attack gains the Blast(3) quality, deals an extra 1d10 damage, and afterward shuts down for a round due to a strictly enforced mandatory cool down period between shots built into its hardware. The alternative, as MAS gleefully reminds Nerv, is "massive explosion".



HELIOS PISTOL

The HELIOS Pistol is an unusual weapon for its classification, and reeks of being rushed and poorly planned (even for HELIOS). The first and only pistol class weapon ever created by HELIOS, it is hard to feel that they did not somewhat miss the point. Producing an incredibly high-intensity beam, the HELIOS pistol exceeds the destructive potential, armor penetration, and even AT penetration of all but the heaviest maser weapons that came before it. While very impressive on a per-shot comparison, it has the distinct disadvantage of having to be manually reloaded after every firing. It does not so much drain its internal battery as it does destroy it. Sometimes, this proves to be too much for the weapon as a whole to handle, causing what HELIOS advertises as "occasional bonus energy release".

SIEGE MASER

Nerv, in a rare show of intelligence, sold the plans it bought from HELIOS to MAS once they witnessed the destructive potential of the weapon. They just wanted a version that didn't explode. MAS built something much different. By using the same platform as the HELIOS Annihilator, the Siege Maser wields a similar level of pure, destructive potential, but in a totally opposite fashion. Taking a more unwieldy, distinctively cannon-like shape makes the Siege Maser significantly less portable than its counterpart; requiring a direct uplink to an Evangelion's targeting software to utilize the incredibly complex systems that account for its length. The benefit is that the Siege Maser can generate a continuous beam of unparalleled intensity over distances measured in triple digit kilometers. Using the high-energy output indicative of HELIOS technology, it can maintain this devastating "death ray" almost indefinitely, lending itself perfectly to prolonged, precision bombardments.

"Can you believe those nerds down here? They spent, like, all day getting us to test their new laser cannon things. Can you believe it? Six hours of my life just gone because they couldn't work the output up to theoretical energy density targets. Hello? It's a visible wavelength! Atmospheric diffusion, much? And that army kid was totally staring at me the whole time, too. Ugh!"

-Camille von Zeppelin, Pilot of Evangelion Unit 01

N2 SHELL

N2 Shell (Tier 1)										
Name	Class	Range	RoF	Dam	Br	Pen	Clip	Rld	Special	Cost
Bohrgun	Basic	30dam	S/2/-	1d10+6 X	+ 2	1	8	1Full	Tearing	3 WUP
N2 Shell (Tier 2)										
Planck Pistol	Pistol	20dam	S/-/-	1d10+6 X	+ 2	1	3	1Full	Tearing, Compact	4 WUP
Faraday Rifle	Basic	100dam	S/-/-	1d10+6 X	+ 2	1	3	2Full	Tearing, Precise	4 WUP
N2 Shell (Tier 3)										
Supershell Launcher	Heavy *		S/-/-	2d10+5 X	+ 5	2	1	1Full	Tearing, Blast (12), Longshot	8 WUP
Dyson Cannon	Heavy	30dam	-/-/6	1d10+6 X	+ 2	1	36	1Full	Tearing, Inaccurate, See Text	8 WUP

BOHRGUN

Being the ancestor of all N2 Shell weaponry, the Bohrgun is an exceedingly heavy and bulky rifle. With an angular and uncomfortable profile, the Bohrgun lays dubious claim to a tragically uncontrollable recoil, which greatly limits its range. In reality, the Bohrgun is simply a crude, experimental vehicle for the real genius of its design. The rounds fired by the Bohrgun, despite their weight and size, are not slugs but rather bullet shaped containment shells for almost insignificant antimatter charges, inactive until the impact of the round striking its target destroys the fragile stasis equipment and allows annihilation to occur. The resulting explosion is only a tiny spark compared to an N2 mine, but still boasts a greater release of energy than any chemical explosive of comparable size. Though the Bohrgun itself is a substandard weapon in all respects, it is still indescribably lethal to anything on the business end of the barrel.

PLANCK PISTOL

Even as a compact pistol, the Planck Pistol's trademark size, heft and poor balance unmistakably give away as an N2 Shell weapon. Since nothing of a pistol's size would be capable of propelling an N2 shell any distance, the Planck Pistol is instead designed to fire specially prepared N2 Shells in custom rocket-propelled casings. Even though the construction barely leaves room for a revolving chamber mechanism, never mind a magazine, the Planck Pistol is the last word in sheer firepower per shot in a compact weapon.

FARADAY RIFLE

Accomplishing what was once thought impossible, the Faraday Rifle managed to mix two previously exclusive technologies. Railgun technology has always specialized in moving very small objects very fast, but that same technology repurposed has managed to launch standard N2 Shells only moderately fast, which is still a huge improvement over other firing mechanisms. This weapon is still, however, essentially a prototype, and leaves much to be desired in both ammunition capacity and rate of fire.

SUPERSHELL LAUNCHER

Modified from the Anti-Eva Bazooka, the Supershell Launcher uses larger, self-contained antimatter charges that are as large as Nerv could get away with without classifying them as WMDs. Effectively an advanced cruise missile, a Supershell can easily be fired over the horizon, or even low orbital range. More than one nation argues that putting such a weapon in the hands of the Evas is an incredibly dangerous step towards arming them to fight other humans. Nevertheless, its effectiveness at annihilating Angels, as well as everything immediately around them, cannot be denied.

DYSON CANNON

Building off of the success of the Faraday Rifle, the Dyson Cannon represents the pinnacle of N2 Shell weapons technology that the project has been aiming for since the beginning: a simple and effective delivery system capable of firing N2 Shells at a steady and rapid rate of fire. Indeed, that is all the Dyson Cannon is good for, being incapable of any other firing mode! The size of the ammunition, combined with its rate of fire, required an ammunition cache external to the weapon itself. As such, the actual ammo cache is carried on the Evas back, giving it the Mounted quality, and is belt fed into the Dyson Cannon itself. The pilot may choose to deploy without the ammo pack. This removes the Mounted Quality, but results in the clip size of the weapon becoming 12.



POSITRON

Positron (Tier 1)

Name	Class	Range	RoF	Dam	Br	Pen	Clip	Rld	Special	Cost
Positron Proto-Rifle	Basic	40dam	S/-/-	1d10+5 E	+ 5	5	6	2Full	Positron, Burning, Overheats	5 WUP

Positron (Tier 2)

Positron Cannon	Heavy	200dam	S/-/-	3d10 E	+ 8	8	3	1Full	Positron, Mounted	7 WUP
Positron Rifle	Basic	80dam	S/2/4	1d10+3 E	+ 4	4	10	1Full	Positron, Burst	5 WUP

Positron (Tier 3)

Great Positron Cannon	Heavy	*	S/-/-	4d10 E	+ 12	12	4	1Full	Positron, Longshot, Recharge, See Text	10 WUP
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POSITRON PROTO-RIFLE

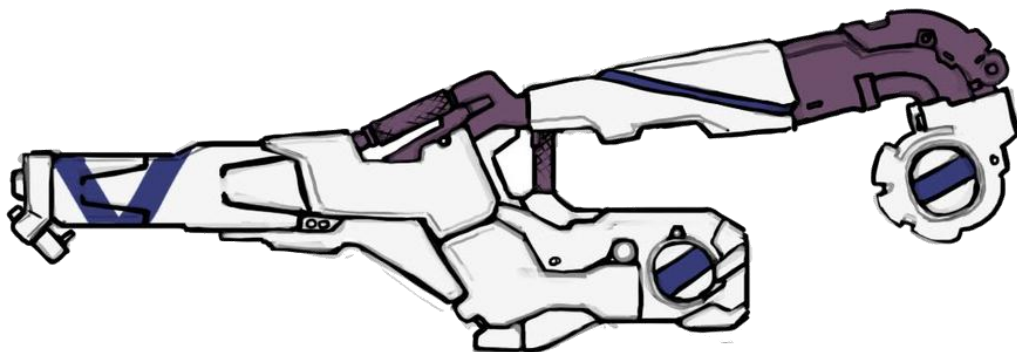
Though still more of a proof-of-concept model than a weapon, the Proto-Rifle can be pressed into service as a combat system if needed.

This "weapon" uses an ionizing beam to create a path, and then unleashes a stream of antiparticles from a powerful internal toroidal positron trap linked to a particle accelerator. This bulky accelerator was designed primarily for lab purposes, not combat, and is not designed to handle the stresses of being treated like a weapon. Even so, the Proto-Rifle's A.T. Field piercing capabilities are strong enough to be an advantage in combat, and its output is more than powerful enough to injure an Angel, though also quite likely to injure the operator if mishandled.



POSITRON RIFLE

While very heavy and possessing demanding requirements, the Positron Rifle possesses impressive range, decent rate of fire, and the ability to punch through weak A.T. Fields with minimal support. Unfortunately, a proper system to deal with the extreme amounts of energy utilized by the weapon has yet to be devised. Instead, whole banks of fuses must be replaced after each battle to prevent the weapon from shutting down when next used.



POSITRON CANNON

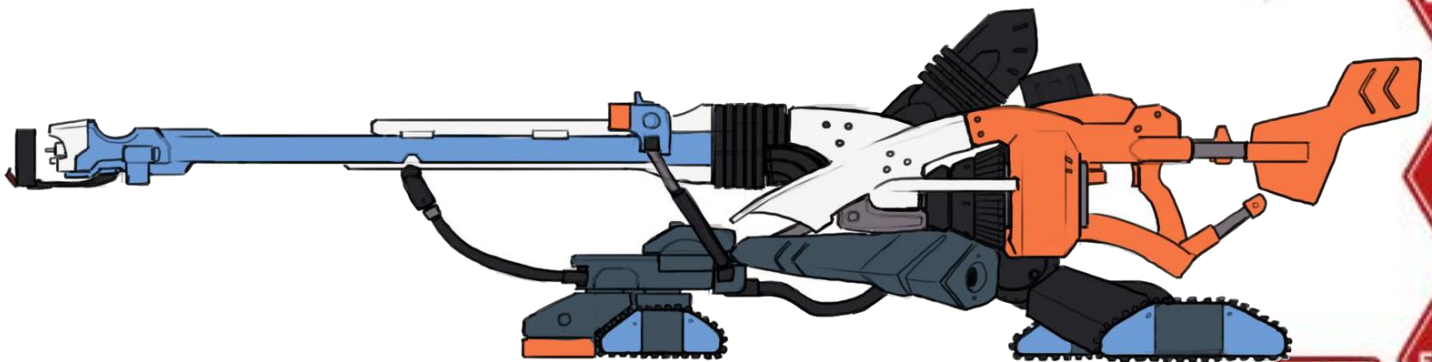
Developed to meet increasing demand for a weapon capable of punching through AT Fields, the Positron Cannon was originally designed to be part of a static, turret like weapon. Despite testing well offensively, the Magi conclusively disproved the usefulness of such an investment in a groundbreaking series of simulations that showed that, if relied on as a stationary defense, the positron cannon had a 40% chance of being destroyed by the first Angel it fought, and a 100% chance of being destroyed by any subsequent Angels due to its inability to evade attacks. While a setback for its original purpose, much of the same technology was later re-purposed into the Eva-portable version now in use today.



GREAT POSITRON CANNON

The Great Positron Cannon is, in every way, the final culmination of Evangelion portable positron weaponry. Resembling a massive, high powered anti-materiel sniper rifle, the Great Positron Cannon is powered by a pair of enormous, multi-tiered Toroidal Accelerator turbines which provide the required injection of high energy particles. These generators add such considerable bulk to the weapon that they must be detached and carried separately, and then cold started on site. This configuration prevents the cannon from being portably fired by an Evangelion, or even mounted on one.

The Positron Cannon requires two Full Actions to be set up at a fixed location, and once set up may not be moved, though it may be realigned to aim at an enemy that is now a different facing from the original firing position. In addition, the Eva using the Great Positron Cannon may only fire from a Prone position. If the Eva using the Great Positron Cannon dodges an attack, or willingly moves away from the cannon, it requires a half action to later resume firing control of the massive weapon.



Ranged Weapon Upgrades

Name	Effect	Cost
Guard Plate	Attach a shield to your weapon, making it able to parry.	1 WUP
Extra Grip	As the upgrade from Dark Heresy.	2 WUP
Melee Attachment	Attach a melee weapon to the underside of a basic weapon.	2 WUP
Scoped	Make your weapon quickly and easily aimed.	1 WUP
Smoke Launcher	Attach a smoke grenade launcher to the underside of a basic weapon.	1 WUP
Markerlight	Attach a Markerlight to the underside of a basic weapon.	1 WUP

Melee Attachment

Your Basic weapon is equipped with a fixed blade, which may be used as a 1d10 R, Br +0, Pen 0 melee weapon with the Unbalanced quality. This weapon may be upgraded using Enhancements and Technologies per normal (see Melee weapon rules). This takes up the same slot as the Markerlight or Smoke Launcher Upgrade, and no weapon may have more than one.

Scoped

As the Precise Weapon Trait. This upgrade may only be applied to Basic Weapons.

Smoke Launcher

The weapon becomes outfitted with an underslung Smoke Grenade Launcher, which holds one single grenade and has the same effect as Blind Grenades from Dark Heresy, but in dam instead of m. This takes up the same slot as the Melee Attachment or Markerlight Upgrade, and no weapon may have more than one. This may only be applied to Basic Weapons.

Guard Plate

The Weapon includes a heavy metal plate in its construction, and may be used to parry. This upgrade may only be applied to Basic Weapons.

Mounted Holder

The weapon includes a small rack or sheath for holding a single knife or extra clip of ammunition. This is only a holder, and the contents must be removed and used as normal. This may only be applied to Basic or Heavy Weapons.

Markerlight

The Markerlight is a relatively small device that can be attached to any basic or heavy weapon. The pilot may target any enemy within the range of their weapon as a half action and hit with the Markerlight automatically. The data from the Markerlight can be relayed to any one friendly attack against the target hit by the Markerlight, adding a +10 to their BS for the roll. Even if multiple Markerlights hit the same target, no ally can be granted more than a +10 by markerlights in a round. This takes up the same slot as the Melee Attachment or Smoke Launcher Upgrade, and no weapon may have more than one.

NEW HORIZONS



- 🦋 **Synch Ratio**
- 🦋 **Synch Disruption**
- 🦋 **Feedback**
- 🦋 **Ego Barrier**
- 🦋 **Time Management**

New Horizons

Synch Ratio

FROM:sama.chadrahan@sci.Nervnet.org

TO: ALL@LISTSERV.sci.Nervnet.org

I would appreciate it if the more conspiratorial members of our staff could stop spreading these ridiculous rumors about so-called "feedback damage". The notion that, at extreme levels of synchronization, damage inflicted on an Evangelion unit is suffered by its pilot is utterly imbecilic and demonstrates the complete failure to understand even the most basic of biological and neurological sciences that I have come to expect from the staff here. While the nature of the psychoneural bonding is such that tactile sensations are transmitted, it is not possible for a physiological change to project itself along the pathways. It is not possible for the body's cells to spontaneously elect to hurl themselves apart violently, irrelevant of whether or not empathic sensation would make them want to, which anybody possessed of the sort of education beyond books labeled 'bath safe and chewable' would know they do not anyway.

The incident involving pilot Misra is in no way evidence of this in action. While I concede that to the incapacitated mind the damage to his arm would appear similar to that of the Evangelion unit, the scale and biology involved are so different that it would be equally valid under this nonsensical theory for his head to shrivel to the size of a walnut. It may not have occurred to you that having your unit destroyed so violently that your plug was exposed to weapons fire intended to destroy forty-story pseudobiological monstrosities may have caused some damage by itself. If I receive even one more of these offensively poorly-written paranoiac raving emails, I will personally demonstrate the difference between not being hurt and being hurt to every single person who that email has been through. I assure you that the demonstration will be adequate to communicate the point.

Get back to work and do something useful with your time. A strange and foreign concept, I know, but recent academic studies have shown that it is in fact what you simpletons are being paid for.

Piloting an Evangelion requires the use of a new characteristic: Synch Ratio. This is the pilot's ability to synchronize with their Evangelion, and for obvious reasons is absolutely useless to any person who does not pilot an Evangelion.

As per other characteristics, your Synch Ratio Bonus is equal to your Characteristic divided by 10 and rounding down to the nearest integer.

Your Synch Ratio may be increased over time using Characteristic Upgrades, but certain conditions and events such as Synch Disruption can cause your Synch Ratio to change dramatically for short periods of time.

Depending on your current Synch Ratio, the following conditions apply:

Synch Ratio Effects	
Synch Ratio of 20 or less	You are unable to Pilot an Evangelion. If you are currently inside an Evangelion, you may take no actions as the Eva shuts down.
Synch Ratio of 21-35	You can maintain a Synch Ratio capable of moving an Evangelion, but just barely. You may only take a single Half Action each round and may never use Reaction Actions. Your Feedback Threshold increases by 1.
Synch Ratio of 36-80	Evangelion operates normally.
Synch Ratio of 81-100	Your Evangelion operates in tune with your own abilities. If you would spend a Fate Point to reroll a Test, you may use your SR in place of any other Characteristic. Your Feedback Threshold decreases by 1.
Synch Ratio of 101-150	As above, but your Synch Ratio is dangerously high and deals 1d10 points of Ego Barrier damage each round. Should you pass out or die in the Entry Plug, the Evangelion automatically Berserks. Your Feedback Threshold is considered 0.
Synch Ratio of 151-200	As above, but you take 1d10+5 points of Ego Barrier damage instead. Any Critical Damage suffered by the Evangelion is dealt in Wounds to the Pilot, ignoring TB and AP. Every round you gain a temporary Fate Point that you may spend however you see fit, but never burn, and if unspent vanishes at the beginning of your next turn. From this point forward, all Synch disruptions are positive by default. In addition, if your Ego Barrier hits 0, every round after that you continue to Synch Disrupt upwards until the battle is over.
Synch Ratio of 201+	As above, but the pilot suffers 1d10+10 Ego Barrier erosion every turn and gains the Heavenly and Superior Action Traits. The GM decides what occurs after this point.
Synch Ratio of 400+	The Magi have yet to yield a predictive model for what happens at this point. It is a matter of great debate amongst the science team.

FROM: sama.chadrahan@sci.Nervnet.org

TO: gordon.hertz@adm.Nervnet.org

If you aren't going to approve reopening the synchronization trials, at least replicate this event in-field. I can't work with such sparse data and the sooner I know why it happened the sooner I can stop it.

Unless you particularly enjoy your pilots' arms tearing themselves apart?

Synch Disruption

The pilot's control of their Evangelion is based primarily on empathic control. While this might be done reliably and consistently through concentration in ideal conditions, in the stress of battle a pilot's Synchronization Ratio is likely to fluctuate wildly.

Every time that a Pilot is in an Evangelion and gains insanity points or removes points from his Ego Barrier, that pilot's Synch Ratio changes. Begin by rolling 2d10. If either die roll is 0, roll an extra 1d10 and add it to the previous sum. This addition of new die continues for as long as 0s are rolled on the new die.

Once all die have been rolled, find their total. If the total sum is an odd number, the pilot temporarily loses that much from their SR until the end of the battle. If the total sum is an even number, the pilot temporarily gains that much from their SR until the end of the battle.

All instances of Synch Disruption in a battle are cumulative. No matter how many times it might be triggered, Synch Disruption is only ever rolled once per round for any single pilot.

Feedback

"One of the common occurrences in the human psyche that we do not often discuss would be the 'looseness' in human perception. When properly operating a tool or a vehicle, the sense of self and the influence of will is expanded around it. When a driver collides with another vehicle, one does not say 'your car struck my car'. One indignantly exclaims 'you hit me!'. While an imperfect metaphor, this concept scaled up is the basis of the synchronization process."

"Of course, I don't have to waste time assuring a driver that they weren't recently decapitated, either."

-Dr. Amber Dickson, private notes.

Synchronization with an Evangelion is more than transmitting your thoughts to the cybernetic war machine around you. The telepathic contact runs both ways. While sensory buffers make most damage taken toned down to something barely noticeable, critical injuries to the Evangelion can inflict massive amounts of pain on the pilot.

While damage is always painful, the mechanical effects of Feedback are only incurred when an Evangelion takes critical damage and the pain is simply more than the pilot can handle. A Pilot's resistance to feedback is measured by their Feedback Threshold, which is normally equal to their Toughness Bonus. Whenever the Evangelion takes Critical Damage to a body location, and that body location now has an amount of Critical Damage equal to or greater than the pilot's Feedback Threshold, that pilot gains a level of Fatigue and one Insanity Point.



The Fate Divide

In the Dark Heresy Roleplaying system, Fate Points can be used to serve a number of functions. Not all of these functions directly translate well into the multi-scaled Adeptus Evangelion system. Fate Points may be spent on their normal uses in personal scale applications, as well as certain new uses of Fate Points described in this book (such as spending a Fate Point to activate a specific talent).

Things change slightly at Evangelion scale. A player may still spend a Fate Point to heal 1d5 wounds to the pilot for whatever reason, but cannot use Fate Points to likewise heal their Evangelion. Similarly, burning a Fate Point to survive a lethal attack may be used to ensure that a Pilot survives a deadly plug breach, but may not be used to prevent an Evangelion from being Defeated.

Conditional Fate Points (a fabrication of Adeptus Evangelion) are specifically worded to leave room for interpretation as to when they might be used, however a GM should always enforce that they are conditional, and not let them be used when the required condition is not met.

Finally, it is important to remember that Fate Points are not merely a tool, but also represent a large part of their ability to survive danger. In longer running campaigns, GMs should discuss ways in which a character with remaining Fate Points can use them to keep in the game. A GM might allow a character who would be removed from the game due to permanent Insanity to burn a Fate Point to reduce their Insanity by half, for example. However, any such use is up to the GM's discretion, something that isn't a guaranteed option for the players and which depends largely on the mood and tone of the game the GM wishes to run.

On a related note, burning Fate to survive in Adeptus Evangelion is handled slightly differently than in Dark Heresy. In Dark Heresy, it is widely accepted that the GM may use this opportunity to further cripple the character. A character that burned Fate to survive an explosion might still lose a leg, or suffer a similar injury. Adeptus Evangelion is best played with characters that are less disposable than in Dark Heresy, and as such it is encouraged that GM's play less roughly with their toys.

To this end, any additional detriments resulting from the burning of a Fate Point should be agreed on by the player and the GM equally. The GM should not seek to additionally punish the player for failing to beat his scenario (the game does that enough on its own), and the player should not be able to exploit this opportunity to gain any more than his own survival. Through this compromise, no player should be forced to play a character with a disability they are not comfortable with as a result of the already painful permanent loss of a Fate Point. That said, a player might still prove surprisingly willing to adopt a relevant disability for roleplaying reasons of their own. What is important here is that it is the player's choice to disable themselves as such, rather than an arbitrary punishment that will only lead to friction between the player and the GM.

Ego Barrier

"For all the damage they do, it is not entirely accurate to describe the effects of Angelic mental encroachment as an attack. Rather, they seem to fall into three relatively distinct categories. The first is simple exposure to their ambient field. This is no more an attack than skin cancer is an attempt by the sun to kill you. The second, and notably rarer, is direct contact with an Angelic mind. The mentality of these creatures is fundamentally anathematic to our own, and where the two coexist one must yield and yield utterly. It is invariably the case that the Angelic strength of will, potent enough to create its own AT Field, dwarfs that of any human mind I have ever studied. Finally, and most rare of all, you have the inquiry. Just as we seek to understand the Angels, certain of the Angels appear to seek to understand us. By taking control of a human mind directly, the Angel can strip away all our ignorance, delusion, and willful blindness, and refine it to a purity and truth beyond our ability to withstand. Though they do not seek to harm us, the experience is so cruel, harrowing, and comprehensively destructive that it can be described as nothing less than a rape of the soul. Our only defense against such an assault is the hope that perhaps the experience is as agonizing for the Angels themselves."

Dr. Nina Credo, 5th branch chief psychologist

In the series, we see that humans have their own personal A.T. Fields. Nothing like the power force fields that the Angels wield, the human A.T. Field is a psycho-somatic boundary that defines the edges of a person's mind and maintains their coherency of self. On the occasions where this personal A.T. Field collapses, the result is the person's complete dissolution into LCL, the blood of Lilith that served as the template for all life on Earth in the distant past.

Ego Barriers

Each character begins play with an Ego Barrier. Not everyone has the same mental strength and sense of self, and some are more vulnerable than others. Your Ego Barrier is equal to $20 + (\text{Willpower Bonus} * 5)$. As they become exposed to hostile A.T. Fields and other, more insidious, forms of attack, characters will remove points off of their Ego Barrier. This effectively works just like wounds, except that upon reaching an Ego Barrier of 0 you instantly dissolve into LCL.

The Ego barrier is a natural part of the psyche, and will heal itself over time given the chance. Every month, the character 'heals' 10 points of their Ego Barrier, though this may not exceed their normal total.

Threats to Your Ego

Thankfully, actual threats to your Ego Barrier are few and far between.

Errata: Any rules or events from Dark Heresy not specifically mentioned as being ignored in Adeptus Evangelion that deal Corruption Points instead remove a similar number of points from the character's Ego Barrier.

Oversynching: When a pilot and their Evangelion achieve a phenomenal Synchronization Ratio of 100% or more, the Evangelion's AT Field actually infringes on the Pilot's stability. The Pilot must reduce their Ego Barrier every round by an amount listed on the "Synch Ratio Effects" chart at the beginning of this chapter.

Direct Contact: Should your entry plug ever be breached by an Angel's attack, you would be lucky to survive. Those that do find that direct close range expose to the overwhelming A.T. Field (even one neutralized to the point of providing no defense) of an Angel is harmful to them in ways they can scarcely understand. The Pilot removes a number of points from their Ego Barrier equal to the number of wounds they sustained in the process, and remove 2 points from their Ego Barrier for every point of Critical Damage they took.

Mental Contact: Should an Angel ever attempt mental contact with a human or otherwise invade a human's mind, the human in question must make a willpower test every round or take 1d10 points off of their Ego Barrier until the mental contact ends. At the end of such mental contact, the trauma of it usually requires the character to roll on the Shock Table, adding a +10 to the roll for every round of mental contact they were forced to endure.

Pulling Yourself Together

Unlike reaching maximum insanity (which drives you permanently and irreparably insane) or the corruption system that Ego Barrier is designed to replace, your Ego Barrier reaching 0 and your character dissolving into a pool of LCL isn't actually as bad as it sounds. Your character is still alive, albeit in a bizarre disembodied form, and more than once we have seen a pilot drag themselves back from the brink and reassemble themselves, if they have the will.

After reaching 0 Ego Barrier and dissolving, unless their LCL is disposed of in some way a pilot may attempt to reconstitute themselves. To do so, they must Burn a Fate Point. In a complicated process that takes 3d10 days, they must reconstitute their body through sheer force of will. Once they have reformed, they default to having half their total amount of Ego, though they will naturally regenerate it as normal from there.

However, this process is not always perfect, and even the imperfections are not always bad. As the character is rebuilding their body from scratch, it is not uncommon for them to (sub)consciously mold their new body to something closer to their idealized self image. However, in the complicated process there is also room for error, and weak willed individuals might cut corners, resulting in serious health complications as they reform incorrectly.

After burning the Fate Point to reconstitute, test WP at a -10 penalty. If you succeed, you may roll on the 'Ideals' chart. On a failure, Test WP again with no penalty. On a success, you reform in a form no different than that which you had before. If you fail a second time, however, you must instead roll on the 'complications' chart.

If for whatever reason you dissolve into LCL under such circumstances that you are not properly contained (outside of a plug and not in something to catch the liquid), reconstitution is very difficult, resulting in the worst possible combination of rolls by default: 30 days to reconstitute, and treated as if you had rolled a 0 on the Complications chart. No Willpower tests allowed.



Ideals

- 1-5 Cosmetic: You and your GM may choose one single thing with no mechanical effect to change about your character. This could be as simple as hair or eye color, having better skin, or even going so far as to change their weight, height, or build.
- 6-9 Minor: As above, but also choose one physical characteristic, and gain a +2 to it as you come out significantly more fit than before.
- 0 Perfection: You may choose one major physical flaw (such as a physical drawback or a lost or crippled limb) and test Toughness to permanently remove it. If you have no such flaw you wish to remove, treat as having gained 'Minor' twice.

Complications

- 1-2 Cosmetic: You and your GM must choose one visual aspect of you character and change it in a way that is obvious and has no mechanical effect, such as being albino or having no hair on your body, not even your eyebrows! Unlike an Ideal, this should be something the character does not want.
- 3-9 Minor: As above, but your body reforms in such a way that its health is compromised. Permanently reduce one Characteristic of your choice by 1d5.
- 0 Major: As above, but you fail to properly solidify your sense of self in defense against future threats. Your Ego is permanently halved.

Time Management

"I tell you what, this is the epitome of military intelligence right here. We have an almost unlimited black ops budget, and a small army of suits dedicated to keeping this place under wraps. And what do they do? They let the pilots go to a public school."

- "R", Nerv Section-2 Security Officer (driver)

It can be weeks or even months in between Angel attacks, and roleplaying each day of such lengths of time would slow the game to a snail's crawl. Obviously, the GM must simply skip over long swaths of time. However, players may (and rightly so) be disgruntled by the idea of their character not managing to do anything worthwhile given a whole month to work with.

The Time Management system is designed to alleviate this as it allows characters to benefit from their downtime by training in a select area. For each month that passes in game, be it as a part of one or more timeskips, each player may select one Time management option from the following section, and gain its bonus.

Physical Training

The character spends most of their free time throughout the month working out at the gym, running, playing sports or performing other physically strenuous activities. For each month that they train in this fashion, they may choose their Strength, Agility, or Toughness characteristic and that characteristic increases by 1. This represents the gradual increase of the character's stats via extra training. A character can increase any given characteristic a maximum of 3 times through this method. Any further increase of the character's Strength, Agility or Toughness should be a result of experience-bought Characteristic increases.

Combat Training

The Character spends most of their free time throughout the month sparring, at the shooting range, or otherwise training themselves. For each month that they train in this fashion they may choose either Weapons Skill or Ballistic Skill, and that characteristic increases by 1. This represents the gradual increase of the character's combat skill via extra training. A character can increase any given characteristic a maximum of 3 times through this method. Any further increase of the character's Weapon Skill or Ballistic Skill should be a result of experience-bought Characteristic increases.

Education

The Character spends most of their free time throughout the month in school or university, reading, performing personal research or otherwise increasing their base of knowledge. For each month that they train their minds in this fashion, they may either choose to research a skill or increase their general intelligence.

If they decide to research a skill, they may choose one Basic skill and become trained in it over the course of the month, but may not use this Time Management option to increase their bonus in an already trained skill. Similarly, the character may choose to train themselves in a single



Intelligence-based Advanced Skill, but this takes 2 months instead of 1 to complete.

If the Character has decided to increase their general Intelligence, their Intelligence increases by 1. This represents the gradual increase of the character's mental skill via education and open thought. A character can increase their Intelligence 3 times through this method. Any further increase of the character's Intelligence should be a result of experience-bought Characteristic increases.

Hobbies

The Character spends most of their free time pursuing frivolous but amusing ends in areas that interest them. This is purely for their enjoyment, which is more beneficial than it seems. While many might see an obsession with playing card games or building model trains to be a sign of impending madness, this indulgence actually helps the character to define themselves. This has the effect of giving the character a tiny, almost negligible, buffer against the degradation of their Ego Barrier.

For every month that the Character obsesses over their hobby, they regenerate 20 Ego instead of 10.

File Paperwork

Being in command isn't all fun and games. Every battle tends to result in a truly tedious amount of paperwork, red tape, official reports and apologies. However, a dedicated leader can turn this around, and through some clever bargaining and brownnosing leave with more than they came in with. Only Operation's Directors are in a position to use this Time Management option. At the end of the month 1d5 Points of Surplus is added to the Surplus pool.

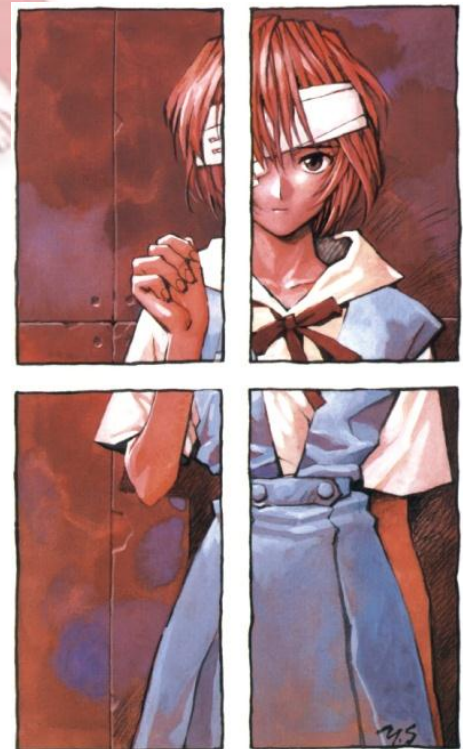
Therapy

The Character spends most of their time in therapy, on medication, or in a relaxing and safe environment. By excising and addressing their problems, or through suppressing them, the Character might ward off the encroachment of their own insanity.

For every month that the Character is in Therapy, they may remove 3 points of Insanity as long as this does not give them negative Insanity Points, or put their number of Insanity Points below the next lowest multiple of 10. For example, through heavy medication a character with a 62 Insanity Score might reduce it to 60, but after that the benefits of their drug regime end and they may not remove Insanity Points until they have gained more.

General Rest

General Rest is a calm, relaxed minimizing of movement and physical exertion, usually for health reasons. Every time a Pilot takes Critical Damage to themselves (and not their Evangelion) they are required to spend the next available month performing this time management option.

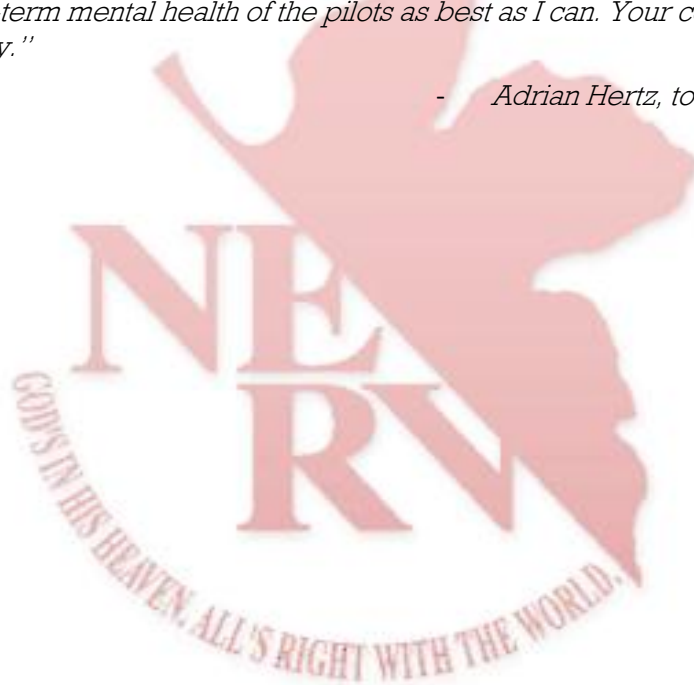


Social Interaction

Whether by practicing their oratory skills or crashing a lot of parties, the character has dedicated this month to meeting new people and making small talk. As they become more comfortable around others, they become more confident and better able to hold up their end of the conversation. For each month that they expand their social circle in this fashion, the character's fellowship Characteristic increases by 1. A character can increase their Fellowship up to 3 times in this fashion. Any further increase of the character's Fellowship should be a result of experience-bought Characteristic increases.

"NERV's staff all signed up for it. They knew what they were getting into, and self-selection keeps away those who can't take it. These children are different. Some of them have never even seen a NERV facility before, and are hardly equipped to live in a facility designed to sustain a strictly-adult population. We need to consider the possibility of a protracted campaign, and that means sustaining the long-term mental health of the pilots as best as I can. Your costs are simply not a comparable priority."

- Adrian Hertz, to Chief of Nerv Section-2



ABSOLUTE TERRITORY



- 🦋 **The Mechanics**
- 🦋 **Breach and the A.T. Field**
- 🦋 **A.T. Powers**

ABSOLUTE TERRITORY

"I have spent fifteen years of my life trying to determine the mechanisms of the AT field - and failed. We know nearly everything about it. We know how to control it. We know what can make them and who can manipulate them. We know how strong they can be made, and every way in which they can notionally be applied. We know how they can be inverted to create the most dangerous weapon ever held by man, that the local changes in physical laws it engenders are permanent and irreversible, and that we cannot afford to use such a weapon again. We know everything there is to know about it - except what it is. The greatest scientists of our generation, unlimited funding, and fifteen years have produced not even one rational theory capable of explaining the most basic observable characteristics of the AT field. But we are scientists. We know to adapt and overcome, not to hold on to comfortable views that no longer apply. Even the scientific method, the basis of our craft, is not safe where it no longer applies.

Rational thought has failed, and we must turn to the irrational."

-Foreword to "The New Science", by Dr. Sama Chandrahan.

Now, I know what you are thinking to yourself: "Don't you mean Absolute Terror?"

In short: No.

In the series, the commonly mentioned A.T. Fields are never actually explained, their full name only coming from a brief clip in the opening credits. These fields are the tangible, psychosomatic barriers that define and maintain individuality. With them, humanity knows loneliness and pain. Without them, humanity collapses into a single conglomerate entity of LCL.

While the definition of Absolute Terror Field might fit with this psychological aspect of the A.T. Fields in humans, it is poorly suited for describing its purpose for Angels. Angels (and to a lesser extent, Evangelions) use the A.T. Field as an ultimate, virtually impervious defense as well as a powerful tool and weapon. In the series, the Angel Tabbris describes the A.T. Field as the "Light of the Soul", a boundary which no other may enter.

As such, in Adeptus Evangelion the A.T. Fields are hereafter referred to as Absolute Territory Fields. These A.T. Fields are defined not just as the defense that the Angels project around them, but the area that the Angels create in which it is capable for the Angel to exist. Quite simply, the A.T. Field is a bubble of space where the Angel has a degree of control over how space and physics function, allowing the Angels incredible control and variability in their forms and powers.

Similarly, humanity's collection of weak Absolute Territory Fields define the areas where each individual can exist: the body required to hold our mind in place. Unlike the Angels, we lack the ability to use our A.T. Fields actively and alter space around us.

In the end, nothing is changed from the original material aside from the name. Should you find this irksome, there is nothing to prevent you from resurrecting the Absolute Terror Field definition in your campaign. It is a matter of personal preference.

The Mechanics

In [New Horizons](#), we introduce the new characteristic known as Synch Ratio, or SR for short. This new characteristic is used for determining Absolute Territory Field Strength (ATS). For the pilots of an Evangelion, their maximum ATS is equal to their Synch Ratio bonus. At the beginning of the battle the Eva's ATS is usually zero and only by Spreading their A.T. Field (a free action, but one that must still be declared) can the Eva gain an ATS. To Spread an AT Field, the Evangelion must know a Spread Pattern. If they have multiple Spread Patterns, one must be chosen at the time of Spread.

Once an ATS is established, a corresponding pool of A.T. Field Points (ATP) is created. The number of A.T. Field Points is equal to the current A.T. Field Strength, and they may be spent to activate powers. However, each time ATP are spent, the A.T. Field Strength decreases by a number equal to the ATP spent. At the beginning of each round, a pilot's available ATS replenishes itself, along with ATP.

Because pilots are merely using the A.T. Field of their Evangelions, for obvious reasons Pilot characters are treated as having an ATS of 0 outside of the entry plug of their Evangelions, regardless of their Synch Ratios. In short: if you are not inside an Evangelion, you cannot use any A.T. Field based powers or abilities in any way.

Spread Patterns are the many forms an A.T field can take, each having their own unique properties and uses. Activating any Spread Pattern will provide you with Deflection based on your ATS. A Spread Pattern may give you a passive benefit based on the Deflection you have available, however as your Deflection is lowered via Neutralization or by the use of Powers (which lower ATS and thus Deflection in turn), this benefit is likewise lowered. Maintaining a Spread Pattern never needs to be declared, and switching between Spread Patterns is always a Half Action.


Unless stated otherwise, any AT Power may be used as normal on the user's turn while in a Grapple, instead of making the Grapple Action as normally required.

Breach and the AT Field

As long as you have a Spread Pattern selected, you gain a corresponding level of Deflection. Often, your Deflection is equal to your ATS, though certain Spread Patterns work differently. For as long as your Deflection is not 0, you may only be harmed by attacks that have a Breach Rating (BR) more than your Deflection.

When attacking an enemy with a Deflection rating, you determine the total Breach of your attack by adding your own ATS to the Breach Bonus of your weapon as well as + 1 for every two degrees of success you scored on your roll to hit. If the resulting number is equal to or higher than the Deflection of your opponent, you overcome their defense and the attack resolves as normal. Otherwise, their AT Field deflects your attack entirely, regardless of damage rolled. ATS may normally only be applied to the Breach of Ranged attacks if you are within 20 dam of your target. Exceptions, such as use of the Spatial Funnel AT Power, exist.

If you use an AT Power either as an attack, or to supplement your attack, any ATP you spend on that power still counts toward your total Breach for that attack. Similarly, if you spend ATP on any AT Power to enhance a ranged attack from outside 20 dam, you may apply a bonus to your Breach equal to the ATP spent on the power as if that were your ATS.



Multiple AT Field powers may be activated in the same round, so long as actions and ATP allow, but no power may be activated twice in the same round by the same user. Similarly, no power may be activated again while it is already in effect.

Example of ATS:

Unit 00's pilot has a Synch Ratio of 53. He spreads his A.T. Field with a Deflective Field as a free action, giving him 5 ATS and 5 Deflection, and spends the rest of his turn to move. On his next turn, he uses Neutralize on Sachiel, spending 5 ATP and thus decreasing his ATS by 5, leaving him with 0, but his field still spread. On the beginning of his third turn, his spent ATP (and thus ATS) refreshes to full and he may immediately choose whether or not to maintain the Neutralize power and for how much as a free action. For his next turn, he decides to only maintain it for 3, freeing up 2 ATS which he uses for other AT Powers or holds for 2 Deflection. The turn following that, he maintains Neutralize for 5, again going to 0 ATS and 0 Deflection. When the battle ends, he stops maintaining Neutralize, regaining all 5 ATS. If another target appeared, he would need to start up Neutralize again, since he has stopped paying at least 1 ATP to maintain it.

"I have often been accused of being unemphatic over my selection of children for pilots. In the era of the Absolute Territory Field, I find some sort of poetic justice that children possess the highest synchronization results out of all available candidates. At its core, the AT field is a belligerent denial of the proper running of the universe. Given that the current trend suggests that an Angel unable to generate an AT field is quickly and quietly murdered by the rethroned laws of physics, I cannot help but ascribe a childlike quality to them as well. At the core of every engagement between Evangelion units and an Angel is effectively a group of children covering their ears and trying to scream the loudest about how the fundamental underpinnings of the universe are supposed to function. I find something very poetic in that."

-Dr. Amber Dickson, private notes.

AT Powers

Reading A.T. Field Powers

Each A.T. Field Power is presented in the following format:

The Name of the Power

ATP Cost: The number of A.T. Field Points required to activate the power. Spread Patterns do not have these.

Activation: How long it takes to activate a power (assuming you already have an A.T. Field Spread). This is usually a Reaction Action, Half Action, or Full Round Action. Some powers also have a 'Maintain', which is the action required to keep a power active after the first round. If the Maintain is followed by 'free', it requires no time to Maintain. If a power has no Maintain time listed, it must be reactivated anew every round. Note that even if the Maintain action is free, every round you must still devote the minimum number of ATP required to activate the power or it fails. If the Power is a Spread Pattern, it activates when selected as the AT Field is first Spread.

Effect: What the power does.

Special: A note of special situations in which the power behaves differently.

Augmentation: A note of how the effects of the power might be increased by devoting more A.T. Field Points than are required to activate it.



Spread Patterns

Accelerated Territory

Activation: Spread

Effect: The field of your Evangelion manages, through a combination of minor time dilation and a reduction of friction inside a bubble around you, to move at previously unheard of speeds. Your speed is treated as if your Agility Bonus was 1 higher per Deflection of Accelerated Territory.

Your Deflection is treated as half its normal Value.

Special: For as long as this Spread Pattern is in use, you spend two rounds of battery worth per round when disconnected from an Umbilical. If you have one round of battery left you may only make a Half Action, after which you are out of power.

Bunker Field

Activation: Spread

Effect: You spread your A.T. Field as a bubble of ablative layers specifically designed to efficiently absorb damage from all sides at once, though it is hardly impervious.

If your Deflection is at least 2 you are immune to all area effects, cones and blasts. The only exception is the powerful N2 mine, in which case your Evangelion uses four times its Deflection for the purpose of damage reduction.

Your Deflection is treated as half its normal Value.

Deflective Field

Activation: Spread

Effect: You activate your A.T. Field and keep it in passive mode. While not a complex use of it, when in this passive mode your A.T. Field is primed to respond to the quickest of thoughts.

Your Deflection is treated as its normal value of equal to your ATS.

Layered Field

Activation: Spread

Effect: You spread your A.T. Field around yourself and condense it to increase the electromagnetic bonds holding the matter of your Evangelion's armor together, drastically increasing its hardness at the expense of preventing you from expending your AT Field quickly to deflect attacks. Your armor increases by 1 in all areas for every 2 Deflection.

Your Deflection is treated as half its normal Value.

Offensive Powers

Friction Flood

Prerequisites: Accelerated Territory

ATP Cost: 4

Activation: Full Action, Maintain Half.

Range: 20 dam.

“The force of friction is directly proportional to the applied load”. That is, however, before you exert your AT Field to hamper your opponent. The enemy’s movement becomes difficult and painful as the world resists their motion tenfold.

The afflicted enemy’s movement is immediately halved. At the end of their turn, the enemy instantly takes an amount of damage to each body location equal to half the number of dam they moved that turn (taking into account that their movement is already halved). This damage ignores Armor and Toughness. This only affects normal modes of movement such as flying, walking, running, burrowing, etc. Teleportation and more exotic travel is unaffected. If this power is used mid-movement as a readied action, all SUBSEQUENT movement is halved.

If the afflicted enemy has the “Accelerated Territory” Spread Pattern active, Friction Flood has no effect. However, the targeted enemy gains a bonus to their Agility Bonus from Accelerated Territory while Friction Flood is maintained.

Special: This AT Power may only be used when Accelerated Territory is spread

Augment: For every 4 extra ATP spent on Friction Flood, whenever the target takes damage from this power they take 1 extra, and the target takes a -10 penalty to their Agility score.

Kinetic Wave

ATP Cost: 5

Activation: Half Action

Range: 20 dam.

You focus your A.T. Field to create a single plane of force that you send out at high speeds, tearing through opponents in an arc.

All creatures within a 30 degree, 20 dam cone must successfully Dodge or receive 1d10+5 R damage, with a penetration of 0 and a Breach of 2. This is a medium area of effect for the purposes of collateral damage.

Augmentation: For every additional 1 ATP spent on this power, its damage and penetration increase by 1.

Repulsion

ATP Cost: 8

Activation: Full Action

Range: 20 dam.

Effect: You solidify the event horizon of your A.T. Field and release it as an expanding sphere of force that pushes back everything within its range.

Any Evangelion scale creature must make a Strength Test and a Synch Ratio (or LS for Angels) Test. If they succeed at both, they remain routed in place. And are unaffected

If they succeed at one, they are forced back 1d10+10 dam and are knocked prone, taking falling damage as appropriate.

If they fail at both tests, the falling damage they take increases by 2d10.

This inflicts collateral damage as a large area of effect. Personal scale targets fail this test automatically as well as taking the corresponding damage.

Augmentation: For every 2 additional ATP spent on this power, you add a -10 penalty to both resistance Tests.

Rutherford Chain

Prerequisite: Layered Field

ATP Cost: 2

Activation: Full Action.

Range: Special.

You create an organ from your Eva's biomass with its own AT Field, converting ATP into ATS for the organ at a rate of 2 to 1. The biomass lost from creating and launching the organ does 1d5 R damage ignoring TB and AP to one body part of the pilot's choice.

This organ will last for an amount of rounds equal to its ATS, and will move itself of its own accord at an intended enemy, and it can be neutralized to reduce its effects.

The organ, once launched, will explosively propel itself at the enemy using its AT Field to home in on the intended target at a speed of 10 dam per ATS per round.

Upon reaching its target, or at the end of its lifespan, the organ will detonate, Neutralizing all AT Fields within 10 dam by an amount equal to the organ's own ATS. This is treated as a half-action maintained Neutralization for the purposes of Breach. After the Neutralization has resolved, anything in the area of effect takes 2d10 X (damage plus an additional 1 damage per the organ's ATS), with a penetration equal to the damage taken from the lost biomass times two.

This A.T. Power inflicts collateral damage as a large area of effect.

Special: Must have Layered Field Spread.

Augmentation: For every 2 additional ATP spent on this power, the Organ's own ATS is increased by 1. This raises the speed of the organ by 10 dam, its duration by 1 round, its Neutralization by 1, and the damage it deals also by 1

Teleforce Blast

ATP Cost: 5

Activation: Full Action

Range: 30 dam.

Using a twisted energetic reaction normally only possible in a vacuum tube, you ionize and accelerate the air around you into a crude but effective charged particle weapon.

You may choose to Test SR instead of BS when attacking with Teleforce Blast, which has a range of 30 dam and deals 1d10+1 E damage with a penetration of 5 and a Breach bonus of +4.

Augmentation: For every additional 1 ATP spent on this power, its damage and penetration increase by 1. For every 2 ATP spent, the range increase by 10 dam.



Enhancement Powers

Chaos Punch

ATP Cost: 6

Activation: Half Action.

Range: Personal

Effect: By infusing an attack with a rapidly modulating AT Field, you can generate a great amount of randomized energy and exotic particles. These are, in themselves, mostly harmless on their own. However, they can be used to trick an Angel into expending their own AT Field to negate what it considers an exotic form of attack.

Your next melee attack this round is tuned to harm the enemy's AT Field. This AT Power does not lower the Deflection of an enemy, but rather on a successful roll to hit lowers their available ATP to use in their upcoming turn by 4. It does not, however, lower ATS. If the attack misses, there is no effect. If it hits, the ATP is lowered regardless of whether or not the attack deals damage.

Augmentation: For every 2 extra ATP spent on this power, you may disrupt an additional ATP of the enemy on a hit.

Entropy Flux

ATP Cost: 5

Activation: Free Action.

Range: Personal

Effect: You project a field of controlled entropy around a single melee weapon, taking direct control of its destructive interactions with the world around it. On all of your melee attacks within the next round, you may choose the damage type that it deals regardless of whether you use an unarmed attack, a held weapon or a natural weapon.

Augmentation: For every 2 additional ATP spent on this power, the base damage and penetration of your weapon are increased by 1.

Restrict Shot

ATP Cost: 3

Activation: Free Action

Range: 100 dam.

By creating a loose "tunnel" with your AT Field around the path that you plan on your shot to take, you can prevent your shots from dealing more damage than you intended.

On any ranged weapon attack where you use this power, the amount of collateral damage you deal is reduced by 1, to a minimum of 0. This includes the collateral damage caused by using Full Auto, as well as the Blast effect of a weapon.

This does not work on weapons that have a Breach bonus greater than the ATP spent on the power. Note that this is the Breach Bonus of the weapon itself, not including ATS or DoS contributions to Breach.

Augmentation: For every additional 2 ATP spent augmenting this power, you may lower the collateral damage you deal with the attack by 1.

Spatial Funnel

ATP Cost: 5

Activation: Free Action.

Range: Personal.

Effect: You use your AT Field to create a curvature in space-time into a controlled funnel, not only focusing your fire into a more controlled path but inducing an effect similar to gravitational acceleration for you next ranged attack this round.

If you fire a ranged weapon on single shot, the weapon's range is doubled. If used on a weapon firing full or semi auto, the bonus to Ballistic Skill normally associated with those actions is negated, as the Funnel is too focused to properly allow 'spray and pray' tactics. Similarly, a full or semi-auto firing is focused onto a single point, and all fired shots will always hit the same body location, though if one shot is dodged, they all are.

Augmentation: For every 2 additional ATP spent on this power, the base damage and penetration of your weapon are increased by 1.

Wrap Beam

ATP Cost: 4

Activation: 1 Reaction Action

Effect: You can bend the path of light or other forms of energy by manipulating space in much the same way as you create a Dirac Sea. Using this ability, you can cause a single beam to bend into an impossible path to redirect its course.

Anytime a Ballistic Skill test with a ranged weapon that deals energy damage is rolled, you may use this power and Test Ballistic Skill yourself to have the attack redirected at another target. If used to redirect an attack back on the enemy that fired it, the Ballistic skill test is at a -20 penalty. On a failure, the ranged attack proceeds along its course as if this power had not been activated. This power may also be used if an energy attack missed or was successfully dodged to attempt to attack the intended target a second time, but not if the attack is negated by an A.T. Field.

Special: This power automatically fails when used on weapons that have a Breach Bonus higher than the ATP spent on this power. Note that this is the Breach Bonus of the weapon itself, not including ATS or DoS contributions to Breach.

Dirac Sea Powers

Krasnikov Tube

ATP Cost: 10

Activation: Half Action. Maintain Half.

Range: Sensory, 1000 dam.

A Krasnikov tube is a speculative mechanism for space travel, which the AT Field makes more than speculation, involving the warping of space-time into superluminal tunnels. The resulting structure is analogous to a wormhole with the endpoints displaced in space. The ends of this wormhole can be anywhere you can see from a monitor, your own line of sight, or a location you have precise coordinates for so long as it is within 1000 dam of your position. The generated wormhole is only large enough to fit a hand through. Unless you spend a half action to change it, both ends of the wormhole remain open and in place for as long as you maintain the power, even if you move away.

In addition to drastically changing the effective range (and possibly direction) of weapons fired through this rift, you may attempt to redirect an attack with this power. When this power is already active you may, as a reaction action, Test Agility with a -20 penalty to act in time to move one end of the rift in front of any ranged attack targeted at or fired from within 10 dam of you. If successful, you 'catch' the attack and it instead resolves itself as if fired in a straight line out of the other end of the rift (wherever that may be).

Augmentation: For every 1 additional ATP spent on this power, you increase the maximum range by 1000 dam. By increasing the range to 6000 dam, any ranged weapon may be used against an orbital enemy through the rift, though it counts as Long range.

Dirac Cache

ATP Cost: 2

Activation: 1 Half Action, Maintain Free

Effect: Choose one weapon sized or smaller object. You create a small Dirac Sea and place the object inside. This object will remain there until the Sea of Dirac is opened again, which can be done as a free action whenever the pilot chooses or happens automatically 1d5 rounds after the pilot stops paying the 2 ATP every round to maintain it.

This effectively allows you to carry an extra weapon or similar object without using your hands.

Special: This power can be maintained with ease for hours at no significant mental stress. Also, after being brought back the stored item is usually freezing cold to the touch (not that this ever affects its ability to operate in any way).

Dirac Jaunt

Prerequisite: Dirac Cache, Krasnikov Tube.

ATP Cost: 11

Activation: Full Action

Range: 10 km

Effect: You generate an unstable Dirac Sea around yourself and then shift to a higher plane, collapsing your Dirac Sea unevenly. The 'pressure' from the collapse 'squeezes' the contents of your Dirac Sea, shooting them off haphazardly in a single direction of your choice, crossing great distances before intersecting normal space again, seemingly materializing from thin air. Test Synch Ratio. If you succeed you and everything within 10 dam of you is absorbed into a Dirac Sea with no harm. This can be dodged like any other area attack and counts as a small area of effect for the purposes of collateral. If you fail, everything within another 10 dam per degree of failure is also absorbed into the Sea of Dirac, dealing 1d5 damage that ignores Armor and Toughness to the body area of all occupants as the Dirac Sea becomes unstable. Such a failure also counts as a large area of effect attack in terms of collateral damage done.

Everything absorbed into the Sea of Dirac is teleported with a maximum range of roughly 10 km, the point of exit being decided by the person who activated this power. Precisely choosing your point of exit is impossible, but some are better at it than others. Test Synch Ratio one more time and, if you succeed, you end up within 1d100 dam of your chosen destination. Should you fail, you take 1d5 points of damage that ignores Armor and Toughness to all body parts and the distance from your chosen point of exit is doubled.

Everything that went with you must arrive at the same location: passengers may not be divided.

Augmentation: For every additional 1 ATP spent on this power the range increases by another 1 km. Additionally, you may spend 5 ATP to selectively choose what is absorbed into the Dirac Sea, effectively dealing no collateral damage as a result from this power.

Special: Should the AT Tactician's Evangelion be defeated by the damage from a poorly rolled SR Test as a part of this power, all occupants of the Dirac Sea take 1d10 damage to their body area that ignores Armor and Toughness as they are violently deposited into their destination, which is treated as a failure for the distance rolled.

Inverted Field

Prerequisite: Dirac Cache, Krasnikov Tube.

ATP Cost: 3

Activation: Half, Maintain Free.


Range: 20 dam

Effect: By recursively focusing your AT Field inward, you may force a manipulation below the Planck Length, tearing open an area of 'no-space' inside the universe. This empty hiccup in the fabric of reality acts as a pocket dimension which you retreat to for your own safety or as a containment for the battle.

You and everything within range, willing or not (though they may attempt to dodge it by moving away from the range), is absorbed into a Sea of Dirac of your own making and there is no sign of you other than a visual 'reflection' of the extra dimensional space (which may be a black orb, a ripple in the air, a glowing cloud of light or some other anomaly). From your Sea of Dirac, you may not be physical harmed by (and likewise may not affect) anything on the outside, though your A.T. Field itself can still be affected and mental attacks may still affect you. Furthermore, your reflection is anchored and cannot move, even if you move within the Dirac Sea. You have no special defense against anything inside the Dirac Sea with you, though they cannot escape so long as you maintain the power.

Because of the incidental absorption of some surrounding terrain, this is treated as a large area of effect blast attack, though no further collateral damage will be caused from attacks made inside it. If your Evangelion is defeated, or otherwise unable to maintain the power, everything is shunted back into place in normal space after 5 rounds.

Augmentation: For every additional 1 ATP spent using this power, the area it absorbs can be



increased by 10 dam. Additionally, you may spend 5 ATP to selectively choose what is absorbed into the Dirac Sea, effectively dealing no collateral damage as a result from this power.

Phase Trap

ATP Cost: 6

Activation: 1 Reaction Action, Maintain Free

Effect: Roll WS to maneuver an enemy normally. If you succeed, you and the maneuvered enemy are forced into a small Sea of Dirac. Neither you nor the enemy may be targeted or harmed by any force outside the Sea of Dirac, but you have just confined yourself to a small space with a hostile Angel, with all the danger that implies. If the Angel defeats your Evangelion, or your Evangelion is otherwise incapacitated, the power ends and the contents of the Sea of Dirac reappear.

You and the Angel may stay there for up to three rounds before the Sea of Dirac becomes unstable and you are shunted back into normal space. If you fail to maintain this power, you are ejected at the start of your next turn.

Special: If your A.T. Field is completely neutralized by the Angel, you both are shunted back into normal space at the start of your next turn and you are Stunned for 1 round.



Utility Powers

Anti-A.T. Field

Prerequisite: Four other Manipulation 3 A.T. Field Powers.

ATP Cost: 21

Activation: Full Action, Maintain Half.

Range: 60 dam

Effect: The Anti-A.T. Field is one of the most powerful weapons a being can wield, and also the most unpredictable. Even the most basic Anti-A.T. Field defies the laws of motion, thermodynamics and quantum mechanics in ways unseen even in the reality bending properties of a normal A.T. Field. However, in return, you gain control of a fraction of the power of beings normally designed to reshape entire worlds.

You rewrite reality around you and may cause any single effect so long as it does not extend beyond the range of this power, is not effectively 'instantly destroy this foe', and has GM approval. If it would do damage, the most it may do is either replicate an attack with another weapon or A.T. Power, an N2 Mine (with you at the epicenter) or deal 2d10 damage that ignores AT Fields, Armor and TB to a location of the user's choice against a single target. Similarly, no Characteristic of an enemy with an active A.T. Field may be reduced by this Power below half its value.

The effects of the Anti-A.T. Field last for as long as it is maintained, but it may only produce the original single effect and repeated use (such as if used to deal damage) requires multiple different activations.

For as long as this Power is Maintained the user takes 1d10 damage to their Ego Barrier every round, and everyone else within range will receive 1d5 damage to their Ego Barrier for as long as they are protected by an A.T. Field. Unprotected targets multiply that result by 10 instead.

Augmentation: For every 3 additional ATP spent on this power the range extends by 10 dam and the maximum damage cap is raised by 1d10.

A.T. Flare

ATP Cost: 2

Activation: 1 Free Action.

Effect: You spike your A.T. Field and spread it thin, making it less dense and more easily penetrated. However, it makes your A.T. Field very bright and noticeable to Angels, who are beings defined by their A.T. Fields.

Any Angel within 40 dam of you automatically knows your location, and must roll an Intelligence Test. If this test is failed, the Angel will consider the activator of this power a priority threat and target them specifically. An Angel who has succeeded on their Intelligence Test may still consider the activator of this power a target, but is not required to.

If the Angel in question is currently engaged in combat with an enemy that has a spread A.T. Field, or is currently neutralizing the Angels A.T. Field, the Intelligence Test automatically succeeds.

Special: If there is an Evangelion in play with a Spread A.T. Field with an unmodified ATS higher than the unmodified ATS of the activator of this power, the Angel gets a +10 to its Intelligence Test.

Augmentation: For every additional ATP spent on this power, the range increases by 10 dam and for every 2 ATP spent the Angel receives a -10 penalty to their Intelligence Test.

A.T. Ping

ATP Cost: 1

Activation: no action

Effect: You very briefly expand your A.T. Field in a weakened state to feel the resistance of other A.T. Fields. This allows you to detect any active A.T. Field within 100 dam. You know the presence and location of an active A.T. Field, even if the being generating it is somehow hidden from sight.

Augmentation: By spending an extra 3 ATP, you even detect the A.T. Fields generated by living humans, though when in large groups it becomes difficult to know the exact number of humans there. For every 2 extra ATP spent on this power, its range doubles.

Barrier

ATP Cost: 5

Activation: Reaction. Maintain Reaction.

Range: 5 dam

Effect: You direct your A.T. Field into a solid plane of force, an invisible field with a diameter of 10 dam directly in front of you (or above you if you wish to deflect an aerial attack). This shield is treated as an A.T. Field with a Deflection rating double that of an A.T. Field of ATS 5 using the same spread pattern as you have active, except that it only protects from attacks that would pass through the space it occupies. Similarly, no creature may walk through the space it occupies unless they Neutralize you for an amount equal to the ATP spent on this power.

Augmentation: For every 1 additional ATP spent on this power, the Deflection rating of the shield increases as though the ATS of the barrier were 1 higher. For every 3 additional ATP spent on this power, the diameter increases by 10 dam.

Special: If Barrier was activated as a Reaction not during your turn (for example: as a reaction to an incoming attack) you lose a half action during your next turn.

Containment

ATP Cost: 4

Activation: 1 Half Action, Maintain Free

Effect: You expand your A.T. Field to encompass an enemy, and then contract it to pull them in. One enemy of your choice within 20 dam cannot move in any direction other than directly toward you so long as the power is maintained. In addition, any ranged or area attack that the enemy aims at someone else must breach your A.T. Field before it may roll to hit or attempt to breach any other A.T. Fields. Likewise, you may stop others from hurting the enemy if you so desire. This does not prevent it from attacking you in any way.

Float

Prerequisites: Inertia

ATP Cost: 4

Activation: 1 Half Action

Effect: You use your A.T. Field to lift yourself into the air. You can use this power to leap into the air and land anywhere you wish within a distance equal to double the total ATP you spend on this power, or move that same distance straight up (falling at the end of your turn unless you have something to hold on to). This power does not provoke attacks when leaving a threatened area.

Inertia

ATP Cost: 2

Activation: Half Action.

Range: 20 dam

Effect: Designate one object within range. You may alter its inertia to send it rapidly flying in one direction until it hits something or leaves your range.

When lifting and moving objects in this fashion, your SB for doing so is treated as 1, making moving anything even half your size difficult but allowing you to toss smaller objects with ease. Any object you bring directly toward you may be caught effortlessly, and this power cannot be used to move any creature capable of spreading an AT field.

This power is ONLY for gross pushing and pulling of objects, fine manipulation requires the Kinetic Manipulation AT Power. If the item thrown is fragile, it likely breaks in mid-air from the force involved.

If used to throw an object at an enemy, the resulting damage is 1d5-2 + SB Impact damage, with a penetration of 0. The only exception is melee weapons designed to be thrown, which instead deal their damage profile but without the added SB generated by this power.

Augmentation: For every extra ATP spent on this power, the range increases by 10 dam, for every two ATP, the S and T bonuses for determining weight both increase by one.

Kinetic Manipulation

Prerequisites: Inertia

ATP Cost: 4

Activation: Half Action, Maintain Free.

Range: 40 dam

Effect: Move one object within range as if you were lifting it with one hand with an effective S and T bonus of 2. You may move objects controlled this way to any point within range as a free action, but actually using them in any meaningful way such as activating or attacking with them requires the same action as you would use had you been holding them.

Like Inertia, this power may not be used on any creature capable of spreading an AT field.

Unlike Inertia, this power may be used to move objects gently.

Augmentation: For every extra ATP spent on this power, increase the range by 10dam. For every two extra ATP, increase the S and T bonus by 1. For every three extra ATP, you may manipulate an additional object, however the same action restrictions apply.

Neutralize

ATP Cost: 1

Activation: 1 Half Action. Maintain Free

Effect: You use your own spread A.T. Field to absorb and negate power from an enemy A.T. Field. Choose one other A.T. Field within 20 dam of you. That A.T. Field is treated as having a Deflection of 1 less.

Augmentation: For every additional ATP spent on neutralization, the enemy A.T. Field's Deflection is reduced by 1.

Special: By maintaining as a half action instead of a free one, you may count all ATP you have spent Neutralizing your target this round as ATS for the purpose of calculating Breach against that specific target.

COMBAT



-  **Detection**
-  **Felling Angels**
-  **Defense Lines**
-  **Eva Combat**
-  **Post Battle**
-  **Evangelion Critical Damage**

COMBAT

"You ever see those old world war 2 movies, when the Japs or the Nazis do an air raid and some guy starts cranking that crazy looking alarm and it kinda surprises you, how loud it is? When there's an attack, imagine that, times a thousand. They got every kind of siren hooked up to the system. Those very same air raid alarms uptown, antiques by now I image, tornado sirens in the 'burbs, and megaphones on damn near every street corner. When they go, they ALL go. And when you hear them go off, you drop everything and run.

First time I heard it go off, I was taking my lunch break in the park. It was a nice day, you remember right? Sunny, kinda breezy, good day to be outside. I saw a guy playing with his two kids, some old lady feeding pigeons, very "Rockwell", you know? Then the alert started, all the sound coming in at once. Pre-recorded voices telling people to calmly move to a safe place, sirens winding up from a dead start to a full wail.

Everyone around me hauled ass, I saw that same dad from earlier running full tilt, one kid in each arm. I saw another kid, just sitting there crying, everyone ignoring him as they ran past him. I saw some teenager on a cellphone, finger plugged in the other ear, telling whoever he was talking to forget him and hide in the basement.

When I made it to the street, I almost got plowed down by a truck that was driving on the sidewalk. There was a shelter down the block on the corner, with yellow emergency lights flashing. Those megaphone's still telling people to proceed calmly and with caution (Painfully loud that close), which seemed fairly ridiculous, considering that people were sprinting in every direction, some to the shelters, some trying to get home.

Then this huge shadow passes over the street. It was one of those Evas, doing full out super strides down Main Street. It just jumped clean over the whole crowd, crushed a parked car down the block, turned at the intersection and disappeared from sight behind some sky scrapers. That just agitated the crowd even worse. I didn't wait around, I just forced my way through the crowd to the shelter, some cold war relic that looked like it was recently renovated. I waited there for the all clear.

My ears rang for hours after it was over, it was so loud. Those sirens, they'll never let you forget. I suppose that's their job."

- [Name Withheld] (Male, 34), interviewed as part of the Nerv Public Relations Survey on [7/16/2015].

Adeptus Evangelion has two distinct forms of combat. The first form is personal combat, which involves your characters fighting other person-sized foes and which should be familiar to anyone who has played Dark Heresy.

The second form of combat is Evangelion combat. While this may progress in a number of different ways, Adeptus Evangelion is based around defending an area from Angels.

Defense Line: Pilots cannot be in the Evangelion waiting to launch at all hours, especially when it can be weeks to months between attacks. They need time to be deployed. During this optional stage, your goal is to buy as much time as possible for the Evangelions to be deployed. This phase of battle is only ever played if there is an Operations Director in the group, and the Interception result (see below) allows for it. For more details, see the "Defense Line" section in later in this chapter. If you do not have an Operations Director in the group, skip this phase entirely.

Detection

Angels can come from virtually anywhere, and Nerv has dedicated Radar and AT Detection stations specifically for the purpose of alerting them to incoming Angels.

Any Angel that is an orbital threat automatically starts off in orbit, and certain special Angels might have some way of very quickly reaching their target, or being undetectable until they strike, effectively skipping past Nerv's defenses. In general, though, at the beginning of each battle, roll on the following chart:

Interception	
Roll Result	Detected
1-10	In the Ocean.
11-35	On Land.
36-60	Near the Base of Operations.
61-89	Just outside the Base of Operations.
90-99	Inside the Base of Operations.
100	Inside the Geofront.

In the Ocean

The Angel has been detected in the Ocean, and is approaching Nerv HQ. Nerv has enough time to deploy the Evangelions at the shoreline, and engage the Angel with the aid of Mobile Support Structures. Except in rare instances where the Angel emerges from the sea in a City, such battles will be treated as an Undeveloped battleground.

The Defense Lines will not come into play unless the players choose to forfeit the shore, in which case treat as having rolled 'On Land' instead.

On Land


The Angel has been detected somewhere on the continent already, and is proceeding toward Nerv HQ. Nerv has enough time to deploy the Evangelions to intercept it on land, with the aid of Mobile Support Structures.

There is a 50% chance that the Angel will storm through a populated city on its way to Nerv. In this case the Angel may be intercepted in one of the 3 following ways:

The Angel may be intercepted before it reaches the city in an undeveloped area, but without Mobile Support Structures.

The Angel may be intercepted in the City with full use of Mobile Support Structures, but the battleground is treated as a Developed area.

The Angel may be intercepted after it has passed through the city in Undeveloped Area, but with 10 Collateral Damage having already been inflicted by the Angel on the city it passed through.



The Defense Lines will not come into play unless the players choose to forfeit land, in which case treat as having rolled 'Near the Base of Operations' instead.

Near the Base of Operations

The Angel has been detected approaching the Base of Operations. The pilots must scramble to get to their Evangelions, and Tank and VTOL Mobs may deploy themselves knowing which direction the Angel is approaching from.

Base of Operations rules apply. The Angel must pass through a Defense Line.

Just outside the Base of Operations

The Angel has been detected just outside the Base of Operations. The Pilots must scramble to get to their Evangelions, and Tank Mobs must be deployed before the players know which direction the Angel is approaching from. VTOL Mobs do not enter the battle until the second round.

Base of Operations rules apply. The Angel must still pass through a Defense Line, but the forces stationed there are ill prepared. All Mobs in the Defense Line are treated as 1 Strength lower.

Inside the Base of Operations

The Angel is already inside the Base of Operations. Tank Mobs must be deployed before they know the location of the Angel, and VTOL Mobs may not be deployed until the Evangelions themselves launch.

Base of Operations rules apply. The Defense Line is not applicable.

Inside the Geofront

The Angel somehow appears within the Geofront, skipping the rest of Nerv's defenses entirely. It is likely that the Angel will use this opportunity to attack Nerv HQ directly.

Base of Operations rules apply. The Defense Line is not applicable.

FELLING ANGELS

"The core is the one thing that matters in Angel combat. Every last one of them, no matter how perverse on the outside, can be killed by cracking the core. It doesn't take much, either. There were weapons already in our forces that could crack them open. Problem is, just because the outside's not important don't mean we don't have to spend three hundred billion a year to get through it."

-Sergeant Walters, 2Div Infantry.

Killing Angels has three primary steps.

Step One: Breaching the A.T. Field

An A.T. Field represents the ultimate defense. As long as it is active, even weapons of mass destruction are of little threat.

All Angels have A.T. Fields, and many have A.T. Fields of incredible strength. Anyone meaning harm to an Angel must first find a way to breach this defense, either through neutralizing it with your own A.T. Field or through powerful weaponry. For more information on the defensive properties of the AT Field, see [Breach and the AT Field](#).

Step Two: Disabling the Angel

While not technically a required step, failing to do so will make step three incredibly difficult. Even with its A.T. Field breached, an Angel is nothing to be underestimated. They often have powers and attacks that cut through armor like paper, or they simply attack your mind directly. Each Angel has 1 Fate Point. This makes them difficult to put down. In addition to the normal uses of a Fate Point, they may spend this Fate Point to regenerate or burn it to avoid attacks. For more information, see the Angel Trait (Page 116 of Cruel Thesis).

Step Three: Destroy the Core

Virtually every Angel has a red, spherical Core somewhere in its body. This represents what very well may be the only vital organ it has, the rest being entirely expendable. Destroying the Core is the only way to kill it, and even that is dangerous as many Angels run the risk of exploding violently in their death throes.

Cores have their own wound total, so even massive damage to the rest of the Angel is unlikely to kill it. However, given their often exposed nature, it is possible to kill an Angel by aiming for the Core and attacking it directly. The Angel will not make this easy for you, but it can be done and is the recommended way to assault an Angel. If an Angel has been defeated by massive damage to its body, but the core still survives, the Angel is physically incapacitated but is still fully capable of using its A.T. Field and A.T. Field powers. For certain Angels, this leaves it a method of escape that the Core might use to attempt to flee the battle, or deadly attacks still at its disposal. If the Core successfully escapes, expect a more powerful version of that Angel to strike after it has had several months to regenerate its body.



Defense Lines

Defense Lines represent an optional stage to combat which can be used to slow down the enemy in return for extra preparation time. While it does certainly cause the overall combat to run longer, GMs may find the Defense Line to be a fitting introduction to a specific Angel, allowing the players to see its awesome power directed at unfortunate conventional forces before it takes a shot at the Evangelions themselves. Defense Lines are intended to be run with an overseeing player-controlled Operations Director character who will direct the troops.

In this scenario, as the Angel approaches the Base of Operations it will have to pass through one of the Defense Lines: 1 KM wide stretches of land situated at the edge of the base filled with tanks, VTOLs, turrets and possibly more exotic defenses, built to slow the Angel down just enough that the Evangelions can be prepared and put in position. The Angel starts at the far end of the 1 KM stretch.

This stage ends when the Angel either destroys all the forces in the Defense Line, crosses the intervening 1 KM (signifying it reaching the city beyond), or six rounds pass. For each round the Angel is kept at bay, Nerv gains time to prepare the Evangelions and its own Conventional Forces, granting the bonuses below:

Number of Rounds Delayed

1	The Angel is effortlessly able to pass through the Defense Line. Evangelions sent up on Launch Rails start on the field of battle but those on Cargo elevators arrive on Turn 2.
2	The pilots have the time to quickly ransack nearby supply caches, collecting any weapons, ammo or other supplies that could not be brought up with them on the launch ports.
3	Granted even more time, the pilots and their Evangelions may start at locations of their choice on the battlefield, equipment already on hand, and with their A.T. Fields fully spread.
4	As above, and the MAGI, having gathered data from the confrontation, has learnt enough to give two insights into the Angel's make-up; roll twice on the MAGI table and take both results.
5	As above, and all Pilots gain +3 to their Initiative and a +10 to all Angelic Fear tests against the poor shamed Angel.
6	Back-up Turrets are activated and extra Conventional Forces from other Defense Lines move in to support the pilots. At the beginning of combat this replenishes VTOL, Tank and Turret Unit Powers by 1. Unit Powers may not go beyond their maximum amount.



FROM: dale.walters@mil.Nervnet.org

TO: gordon.hertz@adm.Nervnet.org

Sir, I'm one of the last old-school military on the base. I know sometimes men have to die to get things done, and that I'm going to be responsible for some of my boys dying. But, and I say this with all due respect, old-school works both ways. If you send a man off to die, by God you owe it to him to make damned sure his death was worth it.

My company's casualty rate is 108%. Of the eighty men I'm responsible for, three of them were here when we started this mess. And now I find out that while we're out there getting slaughtered by a machine we can't even hope to hurt, buying time for these goddamned robots, your kids are having their little bitchfits about getting up early and having the wrong goddamned clothes! Every second of these engagements I'm losing men so these little shits so they can have a goddamned cry about their oh-so-hard lives!

Well I'll tell you what, sir. The next time you send us out to die, those kids had goddamned better be ready to go. And if they ain't, you can bet your goddamned life I'll rectify the hell out of that problem.

Holdfast out.

The Fortified Front

A Defense Line starts with a tank mob of Unit Power 3, Hornet VTOL mob of Unit Power 3, and a Turret mob comprised of 3 pallet turrets. An OD may bolster this force using the resources he has gained from instances of the Requisition Support talent or from the purchase of turrets or defensive structures (such as the Harpoon Station) using Surplus. Tanks and VTOLs are assigned locations by the OD unless otherwise stated in the Detection phase.

The OD also always has access to the following special order as long as the Defense Line stage continues:

Path of Least Resistance- By hovering close to, or firing from both sides in particular ways, it is possible to guide an Angel where you want them to go, perhaps even into traps set in the Defense Line. As long as the movement does not lead them directly away from their goal, an Angel must test Intelligence or else fall for the ruse, moving in a direction the Operations Director specifies.

For more information on the types, and abilities, of [Conventional Forces](#), see the Operations Director chapter.



EVA COMBAT

This is where, with luck, Evangelions fight and kill an Angel. This is much the same as normal scale combat between individuals, but with the following additions of Collateral Damage, Feedback, Synch Disruption, Defeat, Berserk and the devastating N2 mine. Additionally, Combat can change drastically based simply on where the Evangelions are fighting.

Battlegrounds

Battles against Angels can occur in any type of locale. While most battles are defensive actions to protect your Base of Operations, where exactly the Angel is intercepted can vary wildly. Some Angels might be detected far away from the Base of Operations and engaged as an offensive action, providing a new battlefield entirely.

In battles taking place away from the Base of Operations where there is sufficient time, mobile Support Structures may be deployed. These are deployable power stations with an Umbilical Cable Port for the Evangelion, with a cable length of 40 dam. While extending the operating time of the attached Evangelion, the Support Structure only contains enough power for an extra 10 rounds of combat. However, should the Evangelion remain in standby mode it can keep an Evangelion ready for launch for several hours.

Base of Operations

Your Base of Operations is the fortified city from which the Evangelions are deployed, as well as the Geofront beneath it. In battles focused on the Base of Operations, the Evangelions have the benefit of the surrounding sensor arrays for early detection, and the buffer of the Defense Lines.

The Base of Operations is one of the few places on Earth where the terrain is designed to support the Evangelions. As such, it is littered with Embarkation Points and Umbilical Cable Ports which may be used to support the Evangelions in their fight. If funding is directed accordingly, the Base of Operations might also be equipped with turrets of some kind, which would aid the Evangelion in its fight.

The Base of Operations also has its own Magi Supercomputer System, and battles that take place in or near the Base of Operations are in range of enough specialized information-gathering equipment for the Magi to analyze the attacking Angel and return useful data. After the Angel enters the Base of Operations, or gets within range of a friendly unit with a Magi Uplink, roll on the Magi Supercomputer System Analysis chart below.

Magi Supercomputer System Analysis

Roll Result	Effect
01-20	No effect.
21-45	The Magi has successfully analyzed the strength of the Angel's A.T Field, and can accurately guess how many of the deploying Evangelions will be required to fully neutralize its Deflection.
46-60	The Magi have analyzed the effects of the Angel's A.T. Field and have extrapolated a likely course of its potential. The Operations Director (or the PCs) is informed of up to 1d5 A.T. Powers that the Angel knows, as well as what they do in rough terms if they are Angelic in nature.
61-80	The Magi successfully analyzes the Angel's biometric abilities. The Operations Director (or the PCs) is made aware of one unique Trait that the Angel has that is not standard for an Angel.
81-90	The Magi successfully analyzes the Angel's structural integrity and return changes in the Angels anatomy at regular intervals. At the beginning of each turn, the Operations Director (or the PCs) is made aware of how many wounds the Angel has.
91-95	Close examination of the Angel with scanners has led to a minor scientific breakthrough. 1d5 additional Research points will be available at the end of the encounter for investment into projects.
96-00	Reroll twice

While at the Base of Operations, the Angel has the opportunity to breach the Geofront. This requires a considerable amount of firepower to do by force. Should the Geofront be breached, the cost to repair the defensive layers is counted as 20 Collateral Damage.

In all other ways, the Base of Operations is treated as a Developed Area.

Developed Areas


Developed Areas represent Cities, Suburbs, and anywhere else that there is a dense area that would be expensive to rebuild and replace. Unless this area is also a Nerv Installation, there will be no local Umbilical Ports, and the Pilots can expect to have only 3 rounds in which to complete combat after being deployed (often via an air drop).

If there is time for preparation, 1 Mobile Support Structure per Evangelion might be deployed as well, often ahead of the Evangelion.

Battles in Developed Areas incur full Collateral Damage.

Undeveloped Area

Undeveloped Areas represent small towns and rural or forested areas. While these often still contain structures such as power lines and roads, Evangelions can afford to deal much more damage to the surrounding environment.



If there is time for preparation, 1 Mobile Support Structure per Evangelion might be deployed as well, often ahead of the Evangelion.

When fighting in an Undeveloped Area, area effects count as being one size category lower for Collateral Damage purposes to a minimum of small.

The Sea

While an Angel would almost certainly never design itself in such a way that it could not survive outside of water, some may decide to make the Earth's vast oceans their home or staging ground. One such canon example would be the Angel Gaghiel, who terrorized the United Nations Navy during the transport of crucial materials.

Though the random Angel generation chart does not specifically allow the creation of an aquatic Angel, this should not be taken as a sign that such an Angel cannot exist. Rather, such an Angel would not be in a position to attack a Base of Operations on land in any way that a random generation system could hope to handle. Any GM may intentionally create an Angel who draws the Eva's out to sea, but if they do it is a part of a specific plan on the GM's part rather than random chance.

While an Angel designed for such encounters can be expected to excel in the ocean, the Evangelions are not so lucky. They were designed for fighting on land, and fare poorly underwater unless outfitted with specialized C-Type Equipment.

Underwater, Evangelions suffer a -20 to Weapon Skill, Ballistic Skill and Agility due to their awkward and slow movement through the thicker medium. In addition to these already crippling penalties, many of the Evangelion's weapons were never designed for underwater use. Masers will not fire underwater, and a Positron Weapon explodes if fired underwater. N2 Shell weapons and most general weapons have their range halved, and jam on a roll of 80 or above until dried. Ironically, the Pallet Gun was designed for use in virtually all possible conditions, and functions normally when submerged.

Unless they succeed on a Swim Test, the Evangelion will not be able to move in any direction of their choice. Instead, they will simply sink 100 meters every round. While with sufficient power an Evangelion might simply walk along the bottom back toward shore, a plugged in umbilical is likely to have the Eva become stuck after they have run out of slack, suspended some distance above the ocean floor. While climbing the umbilical is possible, the Eva risks breaking the umbilical or pulling down whatever the other end is plugged into in the process.

There is also the risk of the undersea pressure. An Evangelion is powerful, but without proper protection an Evangelion can become incapacitated by the weight of the water above it, as well as the freezing cold water around it. Consult the chart below to determine the risks of each depth bracket.

Depth	Effect
200 or less meters	No effect
200+ meters	Pilot feels uncomfortable due to the pressure; vision becomes hazy as light from above becomes dim.
600+ meters	The crushing pressure makes movement stiff, imposing a -10 to Agility and a -10 to swim.
800+ meters	The pressure on your Evangelion isn't harmful, but your frail human nerves do not know that. The pilot takes one level of Fatigue.
1000+ meters	The pressure is even more extreme now. The pilot must Test Toughness every 10 rounds or gain another level of Fatigue. In addition, light from the surface fails to penetrate this deep, and the water around you is dark as night.
2000+ meters	As above, but the pressure becomes harmful to the Evangelion's organic parts. For every (2*TB) rounds that pass, the Evangelion takes 1 point of damage that ignores Armor and Toughness to all areas. This pressure may not deal Critical Damage at any time.
3000+ meters	As above, but the number of rounds that pass before another point of damage is taken is equal to the Eva's Toughness bonus.
4000+ meters	As above, but the pressure may deal Critical Damage.
6000-7000 meters	At this range, the Evangelion reaches a point of neutral buoyancy, and stops sinking. Its depth may fluctuate slightly up and down, but it will not sink or rise any further without swimming. Going any deeper than this is possible, but requires the Eva to swim down and on a failed test they rise until they have reached this depth range again.

When fighting underwater the following instances do not increase Collateral Damage: Deployment, Full Auto, Area Effects, Berserkers.

Size Matters

When fighting at Evangelion scale, there are many things that are taken for granted that quickly change. While normal combat between people might use the relevant Dark Heresy rules, when fighting Angels at E-Scale use the following adjustments.

Angelic Fear

Unlike in Dark Heresy, the pilots from Evangelion are well protected and more than armed to deal with the angelic menace. It is possible for a well-trained individual to not actually feel terrorized by their presence. Furthermore, Angels are something antithetical to humans and bizarre in appearance to the point that many of them do not even appear threatening... until they demonstrate their power, that is. Everything tumbles down after that.

When provoked, Angelic Fear requires the pilot to pass a simple Willpower Test. Any bonus they get against Fear tests applies here as normal, as well as any form of Fear Immunity they possess (such as immunity to low Fear Ratings provided by a high Insanity score). Unlike normal Fear, this Willpower Test to resist is not penalized based on the Fear Rating of the Angel in question. Instead, the Angelic Fear Rating only determines the severity of the Angelic Shock table.

Angelic Fear is triggered on a per-pilot basis as they encounter one of a number of triggers. Certain specific scenarios or Angel attacks will trigger an Angelic Fear test on their own, but regardless of those situational concerns any pilot will test Angelic Fear using the Fear Rating of the Angel whenever they gain insanity or remove Ego while in combat with it, or move within 20 dam of the Angel for the first time. The strength of the hostile Angel's AT Field bearing down on you has such a psychological effect at close range that even an experienced pilot can find themselves overwhelmed.

A single, special exception to the above rule exists. If an Evangelion is defeated (but not simply rendered without power) or the pilot within it is killed (or forced to burn fate to survive) all remaining Evangelions on the field must test Angelic Fear.

Each pilot must test against Angelic Fear as often as it is triggered, but may only ever fail an Angelic Fear test once a session. After that, while terrible things may still happen, the pilot has managed to get enough of a grip to keep their cool.

Should they fail this Test, they should roll 1d100 and add +10 to the result for each value of the Angel's Fear Rating on the following Angelic Shock table.



Angelic Shock Table

Roll	Effect
01-30	The character is taken aback, recoiling reflexively from the source of this shock. They may only take a Half Action on their next turn as their attentive gaze is held captive by the disconcerting sight.
31-55	The character is sickened and shaken by what they have just witnessed, and is at -10 to all Tests from their intense nausea until they snap out of it (see Shock and Snapping out of it in Dark Heresy). The character gains 1 insanity point.
56-75	The character can barely abide the thought of close contact with the atrocity that triggered this shock, its surface almost seems to writhe and squirm before them. They will avoid entering melee combat range with the trigger if at all possible. The character's WS is halved and they gain an Insanity point every time they are hit by a melee attack, until they snap out of it. They also gain 2 Insanity points immediately.
76-90	The character is frozen in terror, standing still, and cannot take actions (though they are not stunned) for 1d5 rounds unless they snap out of it before the duration is over. Gain 1d5 Insanity, this feeling of cold dread won't be easily forgotten.
91-100	The character is gripped by their primal instinct, and whether they choose to rationalize it or not attempt to flee from the scene by whatever means they have available for 1d5 rounds, unless they snap out of it before the duration is over. Gain 1d5+1 Insanity, the helplessness and horror they felt today may become a reoccurring nightmare for the character.
101-105	The weight of what the character has seen causes their mental state to crash, and oppresses their body as heavily as it overwhelms their mind, causing them to immediately gain 1d5 levels of fatigue and 1d5+2 Insanity.
106-110	The character begins to lose control over their own body as their mind withdraws and the most primitive parts of their brain seem to scream. They may only take Half Actions for 1d10 rounds or until they snap out of it. The character gains 1d5+3 Insanity.
111-115	The character panics. They are desperate for help or even just cover of any kind, anything to make them feel more secure. If an ally is located within or equal to the characters running distance, they will move to them and then until they snap out of it, grab at them, attempting to initiate a grapple and hold on for dear life (never choosing to inflict damage in the grapple). If there is no such ally, the character takes 1d10+2 Insanity points and cowers on the ground, unmoving, until they snap out of it.
116-120	The character's mind has seen enough and takes a brief vacation from this cruel world, leaving him dazed. They are unable to take actions of any kind (but are not Stunned) for 1d10+1 rounds or until they snap out of it. Gain 1d5+2 Insanity. It is quite likely they see strange and terrible visions during this time.
121-130	The character, in a flash of adrenaline fuelled paranoia, has had quite enough of everyone. And everything. They're all equally responsible for forcing you to see what you've witnessed here today. The character will immediately begin attacking the nearest viable target, friend or foe, to the best of their ability, and with personal safety not a priority (For instance, using furious assault and all-out attack if applicable), until they snap out of it, are stunned, or knocked unconscious. If their target is destroyed, they will move on to the next nearest. If they successfully injure an ally, they gain 1d10+2 Insanity points when their rampage ends.
131+	The character suffers a rather more permanent case of escapism, and becomes catatonic until the end of combat They are, effectively, defeated. They gain 1d10+4 Insanity, and likely will have deep seated trauma relating to this experience for the rest of their life.

No Holds Barred: Evangelion Scale and Grappling

The Angels that the pilots face are powerful, but generally attack only one at a time. The Dark Heresy Roleplay system forms an excellent base for Adeptus Evangelion in many ways, but some of its mechanics are built for, and balanced around, fights that involve multiple enemies. Nowhere is this more of a threat than the Dark Heresy Grappling rules. Properly exploited, the Dark Heresy Grappling rules can shut down your entire Angel fight due to one simple rule: both participants in a grapple have no choice but to take the Full-Round Grapple action until the Grapple is ended. In this way, even an astoundingly powerful Angel that can bend reality to its whim can be totally and completely taken out of play by a simple bear hug. That just will not do.

Evangelion scale units, while in a grapple, function as normal in every way except for the following: They may take actions other than the Grapple Action. The available actions in a Grapple are: Grapple, a single attack with a Natural Weapon, a single attack with an Angelic Weapon, or activating a single AT Power. Each of these options takes a Full Action in the grapple, even if they would be a half action normally. Until the grapple is ended, even when one side or another takes an action other than the grapple action, all participants in the grapple suffer all of the normal penalties associated with being in a grapple.

Towering Inferno: Evangelion-Scale and being on Fire

There are numerous effects that can set friend or foe on fire. Any body location set on fire takes damage over time, as the flames continue to eat away at the target. However, the sheer size and toughness of Evangelion Scale units makes the damage from being on fire comparatively small. A human being set on fire takes massive damage very quickly, but even a blazing fire on an Evangelion only cooks it slowly. Unlike in personal scale, no Evangelion Scale unit need test willpower to act rationally while on fire. The fire is simply not serious enough to provoke that response. However, if left untended, the fire is certainly a danger. At the beginning of a player's turn, all body locations of their Evangelion that are currently on fire immediately are dealt 1 E damage that ignores Armor, Toughness and Deflection.

An Evangelion scale unit may attempt to put out the fire on one body location by spending a half action to roll an Agility test. Or, if they have an AT Field, they may spend a reaction action to test Synch Ratio (or Light of the Soul in case of an Angel) to simultaneously extinguish all flames on their body.

Defeat

"The number was still in my phone. My first instinct was to delete it... put the final nail in the coffin. But... I couldn't. It just... It felt like I was killing her all over again. I couldn't bring myself to do it. I sat there, looking at her name on the screen, a little widget telling me I could still try ring that number, as if it might be possible that someone would answer.

I don't know what I expected when I pushed the little green button. I didn't even realize I had.

It rang once.... twice.... three times. I told myself I didn't really expect it to be answered. Promised myself I wouldn't be disappointed or hurt. Four times.... Five times. Letting it ring out will be the final proof that...

"Moshi Moshi" Hikari's voice answered, cheery and full of life.

I nearly dropped the phone.

"I am sorry I can not answer the phone right now, but if you would like to leave a message for me, please leave a message after the beep and I swear I will get back to you as soon as I can."

... voicemail. There was a sharp, electronic tone, followed by silence. I could've said something. I wanted to say something... I was desperate to say something. The words just caught in my throat.

What can you say to someone who is dead?"

- *Evangelion Pilot Raj Misra, 6 days after the 11th Angel.*

Grief Counseling session #2.

When an Evangelion has taken sufficient damage to the head or body, it is defeated. While on rare occasions an Evangelion might continue fighting, this usually means that the Evangelion can no longer do so.

The Defeated Pilot must roll on the Trauma table after combat. If the entry plug was breached, then apply the relevant damage listed on the Critical Damage table to the pilot, and Ego Damage as appropriate, before ejecting. If this would cause the pilot to die from both effects, they only require to burn one Fate Point to survive, and are treated as if they had lost all of their Ego Barrier.

When the Evangelion is defeated, an armored plate on the back of the Evangelion is explosively released. The pilot's Entry Plug is ejected and the pilot lands safely away from harm's reach. At least, in theory. In reality, the Entry Plug ejection system is an engineering catastrophe, often failing to fire entirely and rarely safe even when it does.

Roll 1d100 on the following chart to determine the effect of the launch:

Entry Plug Launch	
Roll Result	Effect
01-10	The Entry Plug attempts to launch, but is somehow jammed and suffers even greater internal damage. Add 1 point of Collateral Damage. The confined heat of the thrusters begins to boil the LCL in the plug, dealing 1d10 E damage to the pilot.
11-20	The Entry Plug attempts to launch, but is somehow jammed and suffers even greater internal damage. Add 1 point of Collateral Damage.
21-40	The Entry Plug fails to register the launch command entirely. No effect.
41-60	The Entry Plug successfully launches, but doesn't have enough thrust to escape the battle. The Pilot takes 1d10 I damage as the entry plug falls to the ground 1d10 dam behind the Eva, and is at risk of being caught in area effects or simply being stepped on should anyone move through that space.
61-75	The Entry Plug successfully launches, but it does not go too far and the landing is still rough. It lands 1d100 dam behind the Evangelion, the Pilot takes 1d10 I damage.
76-90	The Entry Plug successfully launches, but may not reach a safe distance. It lands 1d100+20 dam behind the Evangelion.
91-00	The Entry Plug launches and reaches a distance where it is safe from harm. Parachutes deploy without incident, and the pilot is unharmed.

Should the Entry Plug remain inside the Evangelion after being defeated, the pilot is at risk of further harm. Area attacks in which the Evangelion is caught, as well as attacks that strike the

Evangelion's body, will inflict 1d100 damage to the pilot as the entry plug is breached, of the appropriate damage type.

If the pilot is killed within the Evangelion, and the pilot has no more Fate Points to burn to survive, the attack destroys the Eva's Core, causing it to explode. This permanently destroys the Evangelion and the pilot's body, dealing damage as if they were an N2 Mine to all within 20 dm.

If all Evangelions are defeated, an N2 mine is dropped on the Angel at the first opportunity in the hopes of incapacitating it long enough to restore the Evas to combat status (it is up to the narrative of the GM as to whether this is mere hours or several days). If only one Evangelion remains, and that Evangelion has sustained critical damage, that Evangelion may be pulled back and an N2 mine dropped for a similar effect.

Any other use of N2 mines requires use of the N2 Strike Talent.

Tactical Maps

Adeptus Evangelion, while popular in some circles, is a fan made project. That means it is closely tied to the community and available for free, but also means that we lack the means to produce physical materials for you to use. Given the nature of the way AdEva is released, many AdEva campaigns are played online. However, this does not mean that AdEva cannot be played on a tabletop...

The listed ranges work well enough when used in a "theater of the mind" style game, played either online or in person. However, Adeptus Evangelion's tactical combat lends itself to a battlemat as well. To best handle use of a battlemat, the following rules are recommended:

- Spaces on a battlemat represent 5 dm by 5 dm by 5 dm areas. An Evangelion is assumed to take up this space to themselves, not staying rooted in one place but rather moving constantly to better position themselves and avoid enemy attacks in this area. If an Eva has enough movement to enter a square, they are counted as being in that square. For example: an Eva that moved 7 dm would have moved 2 squares.
- Melee combat range, as well as Point Blank Range, are treated as any space immediately adjacent to the one you occupy. You should not enter into the same space as another opponent to achieve these.
- Grappling an enemy means you occupy the same space as that enemy. In all other cases, occupying the same space as another Evangelion scale unit (be it ally or enemy) imposes a -10 penalty to Weapon Skill, Ballistic skill and Agility to everyone in that space as you get in each other's way. This effect is not cumulative.

With these rule modifications, close range battles can be easily handled on a battlemat.

N2 Mines

"An N2 mine at maximum conversion ratio will leave no unprotected human survivors at ten kilometers. Within seven kilometers, reinforced concrete shatters and building collapse. Within five kilometers, the thermal flash liquefies glass. Three, and structural steel beings to melt. Two, and non-fortified structures are obliterated. Within one kilometer, the energistic bombardment is so great it begins to overwhelm molecular bonds. Atomic structures disintegrate.

At the epicenter, particles simply cease to exist. Nothing remains but background radiation. And every single N2 mine deployed against an Angel has comprehensively failed to inflict meaningful damage.

That is what we are up against."

-Dr. Sama Chandrahan, brief to new Science team recruits.

The so-called N2 (or 'Non-Nuclear') mine is the UN's WMD of choice. Based on the same science as positron technology, it is in fact a crude Antimatter Weapon. By creating a relatively large antimatter reaction, the energy released is equivalent to that of the Pre-Second Impact Nuclear Weapons, but without the lingering radiation.

An N2 Mine deals 50 E damage to all things without an A.T. Field in a 100 dam Radius, and 2d10 damage to everything within a 2 kilometer radius. The shockwave often deals minor damage to things outside that range as well.

Regardless of where on Earth the N2 mine is deployed, 1d10+4 Collateral Damage results from the cost of cleanup (certain exceptions, such as Space, apply). If the N2 mine is deployed in a developed area, a flat 50 Collateral Damage results, and the political fallout is tremendous.

If the N2 mine is deployed near a developed area, and is close enough for the shockwave to deal damage, between 1d5 and 2d10 Collateral damage results at the GMs discretion.

The N2 mine is so powerful that even Angels within their A.T. Fields are not entirely immune, dealing massive internal damage even if the body were to resist. If an N2 mine is deployed against an Angel with 1 or more ATS, the Angel takes 2d10 E damage to all body locations that ignores both Armor and TB. However, while physical defenses are insufficient the AT Field is not without use. The damage taken by an N2 mine to each body location is reduced by an amount equal to half the Angel's current ATS (rounded down).

Angels are notoriously adaptable, and after having an N2 Mine used against them halve the damage of all future N2 mine attacks before their damage is reduced. This effect is cumulative.

Operations Director's with multiple instances of the N2 Strike talent saved may choose to deploy more than one N2 mine as part of the same attack. Doing so counts them together so that the extra N2 mines do not suffer the halving effect described in the paragraph above, though each extra N2 adds only 1d10 damage to the total.



Any Angel that is dealt Critical Damage by an N2 mine to even one body location will attempt to regenerate before fighting further. The Angel halts in place and will not move unless threatened or attacked for a number of days equal to 1d5 + the amount of Critical Damage it took.

Should multiple body locations have different amounts of Critical Damage, always use the most damaged location. At the end of this period of time, the Angel will be fully regenerated all wounds.

An Evangelion caught within the blast with a spread field is damaged as if it were an Angel, taking the same amount of time to be repaired. If the Evangelion's field is not raised, they take the 50 E damage as normal.

"Not a day goes by when I do not have another complaint about turrets in the skyline, how you can't sleep during military exercises, or how scary it is to be underground during an Angel attack. This is a conflict unlike anything we have seen before. Every other conflict that mankind has fought has been defined by one simple concept: the enemy is human. The survival of the species is almost assured because as a species, we are not compelled to self-destruct. The conflict with the Angels is a war of extermination. I find it amazing how incapable civilians are of grasping that fact."

-Dr. Amber Dickson, press conference



Collateral Damage

DAY OF INFAMY : NERV OFFICIAL WALKS OUT ON ICC

Colonel Adrian Hertz, operations director of NERV's 5th branch and commanding officer at the time of the Guangzhou Cataclysm, today stormed out of a hearing session of the International Criminal Court after refusing to elaborate on his claimed justification of activating what has been called an 'Anti-AT field' over the city of Guangzhou, knowing it had not been evacuated. Attacking the judges and prosecutor for 'flaunting their legalist fetishism' in the face of what he claims to be impending apocalypse, Hertz abandoned the proceedings claiming that his own responsibilities in combating the Angels were more important than anything the Court had ever achieved, and accused the UN-sponsored tribunal of "fiddling while the whole world burned". Legal commentators say this is grim news for pilot Camille von Zeppelin, who ARTICLE CONTINUES PAGE 4

An Evangelion scale fight involves a level of firepower that is truly devastating. Even a conservative fight can lead to massive damage to the Evangelion's surroundings. By either the use of especially destructive attacks, reckless fighting, or simple bad luck, the battleground surrounding an Evangelion can quickly become a pile of burning rubble. In addition, maintaining the Evas themselves requires resources on a scale usually dedicated to entire wars, and any damage to them often takes more to repair than an entire city block.

As the battle goes on, Collateral Damage will be incurred. As the fight progresses, consult the following list and keep a tally of how many collateral damage points are gained by the end of the battle. This total will be important during the post-battle stage.

The following situations incur collateral damage:

Deployment: The use of Evangelions requires incredible manpower and logistical support, as well as the simple fact that Evangelions tend to break things on the ground just by walking. For each Evangelion deployed in a battle, add 1 point Collateral Damage to the Collateral Damage pool.

Bullet Hell: Whenever a weapon is fired on Full Auto, add 1 point Collateral Damage to the Collateral Damage pool unless all shots fired hit the target (and the target did not dodge).

Area Damage: In the event of an attack that damages an area rather than a single target (such as weapons with the Blast Special Quality, a self-destructing Angel or the Angel Cross A.T. Field Power) consult the following chart:

Area Damage Effect	
Area of effect	Effect
Small (1-4 dam)	Add 2 points of Collateral Damage to the Collateral Damage pool.
Medium (5-10 dam)	Add 4 points of Collateral Damage to the Collateral Damage pool.
Large (10 + dam)	Add 8 points of Collateral Damage to the Collateral Damage pool.

Berserker: Should an Evangelion go Berserk, its pilot is not in control and it is rather careless in its rampage. Add 2 points of Collateral Damage to the Collateral Damage pool.

Limb Destroyed: Whenever an Evangelion loses a Limb, add 1 point of Collateral Damage to the Collateral Damage pool.

Eva Defeated: Whenever an Evangelion is defeated, add 3 points of Collateral Damage to the Collateral Damage pool.

POST BATTLE

Long story short? 25,000 casualties and rising. Two-thirds of the city gone including the port. One entire UN regimental combat team completely annihilated. Heavy damage to all EVA units. It'll take years to rebuild and the loss of the port will probably send the region's economy into the toilet. The fact that we can't even properly explain what happened to the general public without setting off mass hysteria will also mean that the UN is going to get a whole lot of hate pretty soon. But considering what would have happened if that Angel had been allowed to complete its apotheosis I would call this a total and complete victory.

-Charles Eisenberg, Vice Commander of Nerv

After the battle is over, there is still much to do for both the GM and the Players. First, the GM must determine the available funds for repairing the Evangelions and providing upgrades. Once these funds have been determined, they may be spent on preparing the Evas for the next conflict and building additional support structures around the Base of Operations.

In addition to Surplus is Research, which is an abstraction of the funding being funneled into developing new Technologies to aid the Evangelions in their war against the Angels. After each battle, Nerv receives a flat base of 10 Research. While they will never receive less than this, if they perform well enough they will often receive slightly more.

Take all of the Collateral Damage that was accrued during the battle and add it together. Then, consult the following chart. The less damage caused to the Evangelions and the area around them, the more Nerv can afford to spend on Research and new construction projects in the form of Surplus.

Surplus Funds & Research

Total Collateral Damage	Effect
10 or less	Wildly successful battle! Nerv used almost none of its budget to accomplish this stunning victory, and the resulting surplus is staggering. Add 25 surplus to the Surplus Pool, and splurge on R&D with an extra 10 Research.
11-15	Very successful battle. Nerv has plenty of funding left over. Add 20 surplus to the Surplus Pool, and gain an extra 5 Research.
16-25	Successful battle. The Evas did their jobs well. Add 15 Surplus to the Surplus Pool, and gain an extra 1d5 Research.
26-35	Good battle. The Eva's managed to hold their ground against the enemy. 10 Surplus is added to the Surplus Pool.
36-45	Costly Battle. The Evas won, but with little resources to spare. Add 1d10 surplus to the Surplus Pool.
46-50	Very Costly Battle. The Evas performed poorly, and Nerv is struggling to keep all projects running. A mere 1d5 surplus is added to the Surplus Pool.
51+	Overwhelmingly costly battle. The Evas are repaired, but that's the limit to what the UN can spare after this catastrophe. As it stands, millions worldwide suffer for the Evas to function. No Surplus.

Both Surplus and Research are resources meant to be spent for the benefit of the team. For more information on this process, see [Research](#) and [The Rest of the Surplus](#) in the Base of Operations chapter.

EVANGELION CRITICAL DAMAGE

While the Wound and Critical Damage systems from Dark Heresy are still used in Adeptus Evangelion, Evangelions and Angels can lose limbs and be inconvenienced rather than dead. Additionally, Angels have Cores, a body part not to be found in Dark Heresy at all.

As such, while the normal Dark Heresy critical damage charts may be used when humans take sufficient damage, Evangelions and Angels need a new set of Critical Damage Charts. A body part only takes critical damage if that specific body part has already lost all wounds.

In addition, remember to invoke Feedback (and possibly Synch Disruption) for the Pilot whenever an Evangelion takes Critical Damage.

Energy Critical Effects – Evangelion Head Critical Damage Effect	
Critical Damage	Effect
1	The entry plug monitors flicker and whiten as their sensors try to adjust to the surging inputs. Between this and the intense pain, the Evangelion is at a -10 to all tests except those based on strength or toughness for the next round.
2	The optic transducers that process external stimuli are completely overwhelmed by the radiation flash, blinding the Evangelion for 1 round.
3	The intense heat blackens paint and causes patches of the Evangelion's head to glow red hot. In the aftermath of the attack, the Evangelion is stunned for the next round.
4	From the scorching blast, all remaining flammable materials on the Evangelions head are now aflame. The Evangelion must pass a -10 Agility test or catch fire.
5	The cranial armor is quickly growing white hot and slowly beading, and all flammable materials are ash. The Eva loses 2 armor to the head until it is repaired, and is blinded for 1d5 rounds.
6	The Evangelion's eyes boil and burst, and the blaze works its way into the cranium through the sockets. The Evangelion must pass a toughness test or be defeated. In any case, the pilot takes 1d5 insanity and the Evangelion is blinded until repaired.
7	The contents of the head explode upwards from the buildup of heat, the gore raining down from atop a pillar of finely misted blood over the next few seconds. The Evangelion is defeated and the Pilot must test toughness to deal with the torture of losing their head in such a visceral way. On a failure they take 1d10 Insanity, on a success they take only 1d5.
8	The Head burns away, leaving only a smoldering blackened ruin sitting atop the shoulders. The Evangelion is defeated and the Pilot takes 1d10 Insanity.
9	As above, but the pilot must make a fear (1) test as they desperately paw at their own head to make sure it is still there.
10+	As above but the attack is sufficiently powerful that the head did not offer enough resistance to sate its fury, and indeed the superheated shrapnel that was once a skull may have added to its lethality: an additional attack may be rolled using the attackers BS -10 against a single target within a 20 dam cone behind the Evangelion (relative to the attacker), dealing damage of 1d10 E plus the amount by which the original attack exceeded 10 critical damage.

Energy Critical Effects – Evangelion Arm Critical Damage Effect

Critical Damage	Effect
1	The hand recoils as it burns under the intense heat. Anything held in that hand is dropped, and the arm is useless for 1 round as it shudders, wracked by pain.
2	A number of neural fuses short out throughout the limb, rendering it difficult to use. All further tests made to hit with items in this arm suffer a -10 penalty until the Evangelion is repaired.
3	In the entry plug, the LCL bubbles around this arm as its sensations give way to the cold numbness. The arm is useless for 1d5 rounds as its control mechanism reboots.
4	The entire arm is slowly boiling away at the skin, sending a power surge through the Evangelions electrical conduits, and shooting such intense pain through the pilot that they must take a toughness test or be stunned for 1 round.
5	As above, but unless the arm is lost within the next round, 1 round from now they must test Agility to shake out the fiery conflagration gripping this arm before it spreads to the rest of the Evangelion and sets it on fire. Their wing dock is jammed by the heat.
6	The entire arm becomes wreathed in an intense flame that incinerates a number of vital hydraulics, seals, and power conduits. The Evangelion is stunned for one round, and the arm is rendered useless until repairs can be made. If they have a wing mounted integrated weapon or ammunition dock, it explodes, dealing 1d10+3 X damage to the head.
7	The radiation has fully seared off the limb at the shoulder and the flaming limb falls to the ground at the unit's feet. The pilot is stunned for one round and gains 1d5 insanity points from the pain.
8	As above, but there is no severed limb to speak of: it has been completely incinerated.
9	As above, but the attack sweeps past with such force that the rush of air in its wake immediately reopens the wound: a fountain of gushing blood makes the pilot feel dizzy, causing them to gain 1 Fatigue as they weaken considerably from the empathic connections to the Evangelion.
10+	Where an arm once was, now there is nothing but inhuman pain. The damage to the nerve connections is so terrible it wracks even the feelings in the other hand. The other arm is useless for 1 Round.

Energy Critical Effects – Evangelion Body Critical Damage Effect

Critical Damage	Effect
1	The blast overloads key systems and staggers the pilot, disrupting the unit's motion controls. The Evangelion may only take half actions for 1 round.
2	The Evangelion's torso sizzles painfully under the heat, leaving its paint blackened. The pilot must test willpower or take a level of fatigue.
3	The Evangelion spasms, falling to the ground Prone. The Pilot must Test Toughness or take 1d10+1 I damage inside the Entry Plug from the uncontrolled fall.
4	The pilot struggles to bring the Evangelion's might to bear as the synch system overheats. The Evangelion suffers a -10 to WS, S and T based tests.
5	The LCL in the entry plug begins to boil from the heat, scalding the Pilot over their entire body. The Pilot takes 1d10 E damage and a level of Fatigue.
6	The Evangelion is crippled by the attack as its restraints and flesh burn away, leaving its exposed internal organs held in by scarcely more than charred gristle and scorched bone. The Eva's Str, T and Ag are halved for the rest of the encounter and the Pilot takes 1d10+5 E damage inside of the Entry Plug.
7	A hole is burnt clean through the Evangelions chest and the remaining body catches aflame. The Evangelion is defeated, the internals of the Evangelion are so horrendously damaged that the Ejection system is rolled at a -10 penalty.
8	As above, but the entry plug does not escape unharmed. Roll 1d10. On a result of 1 or 2 the Pilot takes 1d100 E damage. If the roll is higher, they take 1d10+10 E instead.
9	As above, but with its insides aflame, the Evangelion's body collapses under its own weight. The pilot suffers 1d10 insanity points from the horrific experience as the plug no longer has anywhere left to shunt heat to, buried within the superheated pile. The Entry Plug does not eject.
10+	As above, but the pilot gains an additional number of insanity points equal to the damage dealt beyond a result of 10 in the critical chart.

Energy Critical Effects – Evangelion Leg Critical Damage Effect

Critical Damage	Effect
1	Devices on the leg seize and reboot as an automated mechanism to prevent them from overheating. The Evangelion may not Full Move, Charge or Run for 1 round.
2	The Leg's control circuits begin to behave erratically as they deform from the heat, forcing a halving of all movement speeds for 1d5 rounds.
3	The leg tenses from the pain, locking it in place. This is but a short term symptom of the more permanent damage, however. The Evangelion may not make move actions for 1 round, and suffers a -10 penalty to agility based tests until repaired.
4	The spasms from the leg disrupt the functions of the Evangelion... or they would if the pilot was not already crippled by the pain. The Evangelion is stunned for 1 round.
5	The armor begins to fuse with the muscle beneath it, stunning the Pilot and halving all movement until they pass a strength test as half action to snap the leg free of its melted prison.
6	Not much more remains of the leg than a steaming mess of metal, bone and homogenized organic materials. Being that the leg no longer functions as anything much more than a makeshift crutch, dodge tests are now taken at -20. Mercifully, the process was slow enough that automated neural locks were engaged, and they only suffer a -10 to all tests the following round as they recover from the brief but excruciating burst of pain.
7	As above, but the Evangelion's foot melts down and the leg collapses into a volatile mess. The Evangelion must pass an agility test or catch fire.
8	The leg is severed by the blast, stunning the pilot for 1 round and sending the Eva violently to the ground. The leg (or its charred remnants at least) land 1d5 dam away. The Pilot must Test Toughness or take 1d10+3 I from the fall. Being short of a leg, dodge tests are now taken at -20.
9	As above, but the leg is utterly vaporized and the pilot gains 1d5 insanity as protective mechanisms fail and they are forced to endure the full agony of the experience.
10+	As above but the pilot is now all too sure their own leg is on fire and they must pass a Willpower test to snap out of the illusion or else roll on the ground for the next 1d5 Rounds.

IN HIS HEAVEN, ALL'S RIGHT WITH THE WORLD.

Impact Critical Effects – Evangelion Head Critical Damage Effect

Critical Damage	Effect
1	The blow batters the Evangelion's head to one side, briefly disrupting its optical feeds and hand-eye coordination protocols. The Evangelion takes a -10 to WS and BS for 1 round.
2	A slight concussion, that's what the doctor would say. The dissonance introduced between Evangelion and pilot reduces SR by 10 for the next 1d5 rounds.
3	The sharp impact sends the Evangelion and its pilot into a daze and their ears ring. They may only make one half action and reaction each round for 1d5 rounds as they stumble about.
4	The hit neatly shatters and knocks away the majority of the Evangelion's head armor. The Evangelion is reduced to 0 AP on the head location.
5	The Eva's skull cracks under the brunt force, stunning the Evangelion for 1 round and dealing 1 Fatigue to the pilot.
6	The Eva's internal balancing mechanisms are thrown out of alignment. The Eva must Test Agility at a -10 penalty every round in which it attempts to move. On a failure, the Eva instead falls prone. This effect lasts 1d10 rounds.
7	The head splits open, exposing things that anyone not considered morbid would prefer not to see. The pilot takes 1d10 Insanity from the horrifying sensation. The Evangelion must succeed a Toughness test at (-20) or be defeated.
8	The Evangelion's head is flattened and compacted by the force of the impact, as blood and other liquefied matter seeps from all its orifices, leaving the Evangelion defeated. The pilot gains 1d5 insanity points.
9	As above, but the skull is hit with such force that the Evangelion's whole spinal column rips out of its back, a grisly sight that triggers Fear (1) for any who witness it.
10+	The head is crushed and pulverized in an instant, leaving naught but a smattering of unidentifiable gore over the remains of the neck. The Evangelion is defeated and the pilot takes 1d5 insanity. Allies of the defeated Evangelion take a -10 penalty to willpower based tests for the rest of the combat.

Impact Critical Effects – Evangelion Arm Critical Damage Effect

Critical Damage	Effect
1	The force of the blow knocks away the hand. Whatever is held in the hand is flung 1d10 dam away.
2	The Eva takes a -10 to WS and BS for 1 round as it spins slightly from the torque, flinging the arm behind it.
3	The Arm is wrenched horribly, almost dislodging it, and snapping numerous motive devices and... other components. The Evangelion suffers a -10 to Strength until repaired.
4	With a wet crunch armor cracks and bone is broken. WS and BS are halved for any attack this arm is needed for, until such a time as the Evangelion can be repaired.
5	The hard surfaces inside and outside the arm are overwhelmed by hairline fractures. The Eva is Stunned for 1 round, the arm reduces its armor by 1 and is useless for 1d5 rounds.
6	As above, but the limb loses all of its armor instead as its plating shatters into a thousand pieces, falling away in ceiling tile sized chunks.
7	The entire arm cracks and splinters within and without, rendering it useless until repaired. In addition, the wing dock is wrenched out of shape by the force, becoming jammed: anything stored inside of it may not be retrieved, nor any weapon in it fired.
8	As above, but the arm is torn open at the shoulder, and the joint severed. The limbs own weight slowly frays the remaining strips of flesh attaching it to the shoulder: it will fall off the body with a wet thud in 1d5 rounds.
9	With a terrible wet ripping noise, the arm is torn from the body, falling next to the Evangelion. The Pilot gains 1d5 insanity points from the pain. The Eva must Test Toughness or reduce its Toughness by 10 from the extreme blood loss.
10+	As above, but the arm flies a distance equal to the amount of critical beyond 10, in dam. This will deal 1d10 I damage to anything else on its trajectory.

Impact Critical Effects – Evangelion Body Critical Damage Effect

Critical Damage	Effect
1	A solid hit to the chest can take the wind out of anyone, and the pilot certainly doesn't feel so sprightly anymore. The Evangelion treats its Agility as 10 lower for the next turn.
2	The Evangelion staggers back 1d10 dam from the force of the blow before it catches itself. This provokes an attack of opportunity if applicable.
3	The Evangelion's armor cracks, but the neural feedback is enough that the pilot knows that isn't the only thing that broke. The Evangelion is Stunned for 1 round.
4	This particular blow stuns the Eva for 1 round and jostles the Entry Plug, the hydraulic cushioning mechanisms beginning to break down. The Pilot takes 1d5 I damage, bypassing armor, as well as 1 level of fatigue if their toughness fails to fully absorb the attack.
5	The Evangelion is sent flying 2d10 dam and falls prone. This does not provoke an attack of opportunity, but if the pilot doesn't snap out of it soon it might not matter: They are stunned for 1d5 rounds.
6	Vital organs rupture beneath the armor, and the Evangelion is stunned for 1 round. The Evangelion has just been dealt a savage blow, and it may only take half actions until it is repaired.
7	A hit to the center of gravity sends the attached limbs flailing. All locations besides the body itself, and the pilot, receive 1 impact damage that ignores toughness and armor. Other methods of mitigating or altering damage after the reactions stage still function.
8	The Eva's body is torn open by the force and it stumbles 1d10 dam back before it falls to the ground. The Evangelion is defeated, and the pilot gains 1d5 Insanity.
9	As above, but the blow may well cause the Entry Plug to be crushed like a can by the attack before it can even eject. Roll a d10. On a result of 1 or 2, the Pilot takes 1d100 I damage. If the roll is higher, they suffer 1d10+10 I Damage instead.
10+	As above, but the attack is particularly vicious and sends the entry plugs rattling. The pilot takes extra Impact damage to the body equal to the amount by which the critical damage exceeded 10.

Impact Critical Effects – Evangelion Leg Critical Damage Effect

Critical Damage	Effect
1	The mechanisms of the leg crack open and hydraulic fluid momentarily sprays out. The Eva's speed is halved for 1 round.
2	The knock puts the leg at an odd angle, throwing the Evangelion off its stride. If the Evangelion makes a move action this turn it must pass an agility test or fall prone.
3	There is a resounding snap as the armor, and bone, fractures. The Eva is Stunned for 1 round as it is beset by pain, and its speed is halved for 1d5 rounds.
4	The armor of the leg sacrifices its structural integrity protecting its user: The leg loses all armor, the myriad shattered fragments falling off like broken glass.
5	The Eva's leg shatters, and every time that the Eva moves it must Test Toughness or lose use of the leg entirely (halving their movement) until it is repaired.
6	The leg is pulverized, and may as well be a pillar of sand. The Evangelion is stunned for 1 round and falls prone. Even after recovering, it's speed is halved until the leg is repaired.
7	As above, but any walking beyond a Half Move distance will impair the pilot with a point of Fatigue from the terrible pain involved.
8	Well, looks like you don't need to worry about your leg anymore! It has gone to a better place, 1d5 dam away from the Evangelion. The Pilot is stunned for 1 round by this shocking betrayal. Being short of a leg, dodge tests are now taken at -20.
9	The leg has been utterly severed by the force of the attack and its remains land some 1d10 dam away. Anyone in the path of the leg must pass an agility test or be tripped prone. The Pilot is Stunned for one round and gains 1d5 Insanity Points from the pain. Being short of a leg, dodge tests are now taken at -20.
10+	As above, but the damage was so great it wrenched out a sizable portion of the circuitry contained in the pelvis, which has affected the rest of the Evangelions movement and weight shifting controls. You cannot Dodge until the Eva has been repaired.

Explosive Critical Effects – Evangelion Head Critical Damage Effect

Critical Damage	Effect
1	The impact of the explosion leaves the Eva's (and the pilot's) head ringing. The pilot must test toughness or be stunned for 1 round.
2	The concussion of the blast knocks the Evangelion's head, and by extension its pilot, entirely the wrong way. The pilot takes 1d10 I damage from the whiplash.
3	The percussive force rocks the Eva's senses, as power surges shut dozens of sensory system circuit breakers. The Evangelion is blinded and deafened for 1d5 rounds.
4	The Evangelion is explosively uppercut by the attack and falls back down to earth Prone. The pilot takes 2 levels of fatigue.
5	The Evangelion's head splits and cracks under the explosion. The Eva is stunned for 1d5 rounds and is deafened until repaired.
6	The Evangelion's head is in ruins, not only bared but shredded as well. The Evangelion is blind until repaired, and the pilot receives 1d5 insanity points for gaining a rare firsthand insight into what a cool breeze feels like when it wafts over your exposed brain.
7	As above, but the Evangelion must Test Toughness every round or be defeated as they are wracked with increasing levels of brain damage as tiny pieces of shrapnel fall into the gaping holes in the skull. The pilot, meanwhile, gains a level of fatigue every round as they feel more and more nauseous with each passing second.
8	The Evangelions head caves in under the explosion and the unit is defeated, slumping forwards. The pilot gains 1d5 insanity points from the pain.
9	As above, but the pain is so great the insanity points are increased to 1d10 as the pilot feels every moment of the shrapnel tearing through and exiting the skull, trailing things that would have ideally stayed inside.
10+	As above, but the head is turned into a cloud of mist and jagged chunks of armor by the explosion. Anyone within 3 dam of the blood splatter is forced to fight blind for the next round. The pilot gains an amount of insanity equal to the critical damage in excess of 10 from the pain.

Explosive Critical Effects – Evangelion Arm Critical Damage Effect

Critical Damage	Effect
1	The arm is pierced in a number of places by shrapnel, and loses its grip on whatever it held.
2	The force of the blast sends the whole body swinging wildly. The Eva takes a -10 to WS and BS for 1 round as it spins slightly from the torque, flinging the arm behind it.
3	The explosion hits and destroys the Eva's wing. Anything inside that wing is also destroyed. If this was ammunition or any kind of weapon it explodes, dealing 1d10+3 X damage to the arm.
4	As above, but parts of the Evangelion's arm are also ripped off by the explosion. The Evangelion may no longer apply its Toughness Bonus to attacks against this arm.
5	The explosion destroys some of the Evangelion's fingers. Anything held in that hand is destroyed, and the Eva must Test Toughness or be Stunned for 1 round.
6	As above, but the hand is completely lost as its chipped fingers drop to the ground. It would be unfortunate if that was the pilots primary hand, because it won't be able to hold a weapon until the Evangelion is repaired. The bloodied stump can still add support to a two handed weapon, however.
7	The arm is a ruined mess of charred flesh and wrecked metal. It may not be used for the rest of the encounter.
8	Most of the Evangelion's arm breaks off, flying back and hitting its torso along with a cloud of gore, painting the chest red. The Eva must immediately Test Toughness or be stunned for 1d5 rounds. Even on a success, the Eva takes a -10 Penalty to Toughness and WS until repaired.
9	As above, but the Eva is stunned for 1d10 rounds or is penalized to Toughness and WS by -20 until repaired due to extreme blood loss as the arm is lost entirely, torn off at the shoulder and tumbling over the back of the Evangelion.
10+	As above, but the arm was just the beginning, the Evangelion also takes 1d10+3 X damage to the head in a chain reaction.

Explosive Critical Effects – Evangelion Body Critical Damage Effect

Critical Damage	Effect
1	The Evangelion skids back 1d10 dam from the force of the blast, gouging deep tracks into the ground. As it shifts to stabilize itself, it can only take a half action on its next turn.
2	A solid hit to the chest can take the wind out of anyone, and the pilot certainly doesn't feel so sprightly anymore. The Evangelion treats its Agility as 10 lower for the next turn.
3	The Explosion concusses the Eva and shreds its innards. The Eva is stunned for 1 round and takes a -10 Penalty to Toughness until repaired.
4	The blast forces the Evangelions internal organs into a configuration that would greatly confuse anyone with medical training. The intense nausea gives the pilot an additional level of Fatigue.
5	As above, but the pilot's Feedback Threshold is cut to 0 for the remainder of the battle.
6	The Eva's chest is cut wildly by the explosion, sending small bits of flesh and armor flying. The pilot gains 1d5 levels of Fatigue in the plug from the concussion and that much insanity as well.
7	The Eva's chest is torn open, sending armor and giblets in all directions. The Evangelion itself is tossed like a ragdoll, landing prone at the edge of the blast radius (In the event that there was no blast radius it simply falls prone 5 dam away). The Evangelion must pass a toughness test or be stunned 1d5 rounds.
8	Enough of the Evangelion is torn away by the blast that continued function is impossible, the Evangelion is defeated. The pilot takes 1d5 insanity points from the pain.
9	As above, but roll a d10. On a result of 1, 2 or 3 the Pilot takes 1d100 X damage as the Entry Plug is breached by the attack before it can eject. If the roll is higher, they take 1d10+10 X damage instead.
10+	As above, but the Evangelion's batteries explode with a static crackle along with the popping and splattering of innumerable organs. The Evangelion more or less explodes and is sent flying a distance equal to the amount by which the critical damage exceeded 10, in dam. Anybody on its trajectory path who fails to Dodge will suffer 1d10+3 I damage and be knocked prone.

Explosive Critical Effects – Evangelion Leg Critical Damage Effect

Critical Damage	Effect
1	Almost tripping the Evangelion, the blast instead causes the Evangelion to stagger back 1d5 dam before it regains its footing.
2	The blast throws the Evangelion's feet out from under it, and after a spectacular frontal flip the Evangelion is now prone.
3	The leg is slammed hard by the explosive force, stunning the Evangelion for 1 round and halving its movement for 1d5 rounds as it is hobbled by the attack.
4	The impact of the shockwave launches the Evangelion into the air a significant distance, before it makes its landing 2d10 dam away, prone. It may land upright by passing an Acrobatics test at -10.
5	The Evangelion jams its feet into the ground to maintain stability as it is send skidding along the ground 1d10 dam. Between the blast and that effort, all movement is halved for 1d10 rounds from the damage to its locomotive systems.
6	The Evangelion's leg is filled with tiny fractures as the shockwave passes through it. It is now very unreliable indeed, and the Evangelion must make pass an agility test not to fall prone any time it runs, charges, or makes a full move action.
7	As above, but it also applies to half moves or any other kind of leg based movement.
8	Leaving naught but a jagged, bleeding wound behind, the leg is flung off by the explosion. The pilot gains 1d5 insanity from the pain, and is stunned for 1 round. Down to one leg, the Evangelion is at a -20 to Dodge Tests.
9	As above, but the remnants of the leg are violently forced inwards by the explosion, dealing 1d5 R damage to the Evangelion's body that ignores damage reduction from Armor and Toughness.
10+	As above, but Evangelions are filled with a number of volatile substances, and the shattered fragments of the leg explode in turn, triggering a Blast (3) attack dealing 1d10 R damage centered on the Evangelion, which the Evangelion also suffers. Furthermore, the Evangelion now cannot Dodge.

Rending Critical Effects – Evangelion Head Critical Damage Effect

Critical Damage	Effect
1	The attack slides across the outer layers of the Evangelions helmet, knocking various targeting arrays and other systems out of alignment. The Eva takes a -10 to WS and BS for 1d5 turns.
2	The blow leaves a deep cut in the Evangelion's cranial armor, reducing the AP of the head by 1d5 until it is repaired. The repair crew will most likely fill the gap rather than replacing the armor, so this gash will remain a cosmetic feature of the Eva unless it sustains further damage.
3	The attack slices through one of the Evangelion's eyes, stunning it for 1 round and halving its perception until repaired.
4	The attack cuts by the side of the face, taking off a chunk of its head around what could, with some imagination, be called its ear. The Evangelion is not deafened, but the pilot takes 1 fatigue as a river of blood runs down from the side of the head.
5	The Evangelion's head has most of its helmet armor cleanly severed from the supports, reducing the AP on the head to 0 until the unit is repaired.
6	The front half of the Evangelion's face is scored with cuts by the attack, and weeps blood. The Evangelion is blinded until repaired.
7	The Evangelions takes a few sharp ones to the face, and spews blood from the hole left behind. The Evangelion is blinded and deafened until repaired. The pilot meanwhile takes 1d5 insanity, and must pass a willpower test or take 1d5 levels of fatigue from the trauma.
8	As above, but the especially brutal attack instead inflicts 1d10 Insanity.
9	The Evangelion is neatly decapitated, the head that was ripped off flying away and hitting the ground 2d10 dam away with a dumbfounded expression on its face. The Evangelion is defeated.
10+	Blood beads like a necklace along the line of the collar. The Evangelion gurgles as it stumbles forwards 1d5 dam. At this point, its head slides off, falling to its knees and tumbling down. The pilot gains an amount of insanity equal to the amount of critical damage which exceeded 10.

Rending Critical Effects – Evangelion Arm Critical Damage Effect

Critical Damage	Effect
1	The scraping attack decimates the Evangelion's armor and grinds against something sensitive. The Arm is rendered useless for 1 round, though the hand locks up and does not drop what it holds.
2	The cut along the length of the arm stings and bleeds profusely as bottom half of the arm is painted red: the pilot must pass a toughness test or gain 1 level of fatigue.
3	A deep gouge cuts through vital muscles, and forces the Evangelion to drop what it was holding. It also incurs a -10 to weapon skill until it is repaired.
4	As a cut meets an artery, blood sprays from the exposed vessel in the arm directly onto the Evangelions face, leaving it at -10 to weapon skill, ballistic skill, and perception until it takes a half action to wipe the dripping red mess off.
5	The Evangelions arm is cut into at the shoulder, and is now useless for 1d10 rounds. In addition, the wing is split down the middle and the two halves sag to each side, destroying whatever was stored there and leaving the Eva without its benefit until repaired.
6	The Evangelions arm is in ruins, covered in jagged gashes. Until it is repaired, the arm is unusable. The Evangelion is Stunned for 1 round.
7	Multiple cuts deep into the Evangelions arm have severed most of the nerves. Its dead weight imposes a -10 to all WS, BS, S, and Ag tests until repaired.
8	The arm is torn from the body by the attack. The Pilot gains 1d5 insanity points from the pain. The Eva's Toughness is reduced by 10 until repaired due to the extreme blood loss.
9	The arm is cleanly severed, and begins twitching where it fell on the ground. The pilot is affected by a Fear (1) test from this display of effortless and gruesome destruction. The Evangelion loses 10 Toughness from blood loss until repaired.
10+	As above, but the final spasms of the arm have a chance of using any weapon the arm was holding: If the arm was holding a weapon, one random target within range of the weapon (with the Evangelion itself only targeted if nothing else is in range) is hit by an attack to one of their legs.

Rending Critical Effects – Evangelion Body Critical Damage Effect






Critical Damage	Effect
1	The slash cuts just short of anything that really matters, and shavings of the Evangelions armor fall away, reducing its AP on the Body by 2 until repaired.
2	The Evangelion's chest spasms slightly as blood spews from a thin but well placed cut to chest. The Eva loses 10 Toughness.
3	The Evangelion's armor is pierced by the attack, which stabs deep into the flesh beneath it, cutting tendons and muscles. The Evangelion is Stunned for 1 round, and the pilot gains 1 level of Fatigue.
4	The Evangelion is virtually disemboweled by the attack. While not lethal to something like an Eva, it is still extraordinarily painful for the pilot. The Eva loses 10 Strength and Toughness until repaired.
5	The pilot hears something scrap against the outside of the entry plug, severing cables running into the Eva. The Pilot's SR drops by 10.
6	The Evangelion's entire set of chest armor is torn off by the attack. The Evangelion now has an AP of 0 on the body until repaired. The binders no longer have any leverage, and the Evangelion makes a berserk roll immediately.
7	As above, but prior to any of those effects, the Evangelion must test toughness or be defeated as the majority of its blood exits the body through the tears and gouges in its chest.
8	The Evangelion is cut almost completely in half and is defeated. In addition, roll a d10. On a roll of 1 or 2, the Pilot takes 1d100 R damage as the Entry Plug is bisected by the attack before it can eject. If the roll was higher, they suffer 1d10+10 R damage instead. The pilot takes 1d5 insanity.
9	As above, but the pilot takes 1d10 insanity instead of 1d5, the Evangelion takes a trembling step forwards to balance itself after the blow, before its upper body slides off along a cut that cleanly bisects its ravaged chest, and the torso falls to the ground, defeated. The legs remain standing in place.
10+	As above, but the Evangelion is fully bisected by the blow, its two halves flopping to the ground like fish and slicking the immediate area with the blood spraying into the air from their exposed innards. Anything making a movement along the ground that passes within 5 dam of the body must test agility or fall prone.

Rending Critical Effects – Evangelion Leg Critical Damage Effect

Critical Damage	Effect
1	The attack painfully scrapes across the length of the leg, and the Evangelion must Test Toughness of take a -10 to agility for 1 round.
2	The attack hacks a chunk out of the Evangelion's leg: The unit must pass a toughness test or be stunned for 1 round.
3	Tendons are cut inside the Evangelion's leg, and it trembles in an unsound fashion. The Eva must Test Toughness or fall to the ground Prone.
4	The gouges into the Evangelion's flesh make moving the leg painful. The pilot must succeed a willpower test in order to use actions on movement for the next 1d10 rounds.
5	The Evangelion's kneecap is split in half by a piercing blow to the joint, and the Eva moves at half speed for the next 1d5 rounds.
6	With a wet tearing sound, the flesh of the leg is torn open around the hip. Muscles spasm from the pain and the joints are unreliable. The Evangelion must hold this leg with a free hand in order to make any movement action until such a time as the Evangelion is repaired.
7	As above, but the blood loss lowers the Evas Toughness by 10 until repaired. The Pilot gains a level of fatigue from the pain.
8	The leg is completely severed as the attack tears completely through it, leaving a jagged wound and cutting the bone above the knee. The bleeding stump sprays wildly and the rest of the leg topples to the ground. The pilot gains 1d5 insanity and the Evangelion, short of a leg and bleeding profusely, is at -20 to dodge tests, and must make a toughness test or be stunned.
9	As above, but the Evangelion loses 10 strength both from lack of leverage and an increasing lack of blood.
10+	As above, but the blood loss is so intense that the pilot must pass a willpower test to ignore the sensations from the stump. On failure, they take a number of levels of fatigue equal to the amount by which the critical damage exceeded 10.



OPERATIONS DIRECTOR

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Operations Director

What is an Operations Director?

The Operations Director is a unique position of power that can be granted to a player as a special, non-pilot career. In short, the Operations Director is the undisputed leader of the party. While the pilots are assumed to be teenagers, the Operations Director is an experienced military commander whose job it is to lead the pilots to victory.

This is a pretty heavy responsibility, and requires a special kind of player. It should be made very clear that the Operations Director is in no position to interact with the battle directly. Where each of the pilot characters has their Evangelion with which to fight, the Operations Director instead fights by assisting the pilots with special abilities, extra combat data, innovative plans to overcome unique defenses, and the tactical application of Conventional Forces. But even these Conventional Forces are more of a tactical tool than a damage dealing one, and any Operations Director who expects to lead from the field of battle or score an Angel kill himself is going to be sorely disappointed.

The OD does, however, have many advantages. They have power. They have the authority to give the pilots orders (both in and out of combat), have Nerv Security and Section 2 Special Agents upon request, have the ultimate control over how Research and Surplus are spent, and are in a unique position to interact with the plot of the game.

As a competent adult in a command staff position in a worldwide organization with near unlimited resources at its disposal, the Operations Director is in a prime position to investigate the truth of Second Impact, seek out any shadowy organizations or global conspiracies that exist in your game, and attempt to thwart the plans of human enemies. This gives the players the resources to be proactive on a wider scale, rather than be a purely reactive group of pilots that exists to defeat the Angels as they arrive.

However, the Operations Director's power is not unlimited, even within Nerv. Other key command staff, such as the Head of the Research Department, have equal power. And the Nerv Commander (and any Subcommander(s) that he may retain) clearly outrank you and have access to even greater resources... as well as being fully capable of shutting down your investigation if you draw too close to any of his secrets.

An Operations Director, in many ways, plays a different game than that of the pilots. However, with the right kind of player it can be a rewarding experience for all involved. It also provides an outlet for players who want to participate, but simply are not fans of giant robots or playing emotionally dysfunctional children.

For obvious reasons, the responsibility and authority inherent in the position of Operations Director means that you should seriously consider your options when allowing a player to be one. Few things can ruin a game as quickly and as easily as a poorly chosen Operations Director who abuses and misuses his power to the detriment of the game as a whole.

The Operations Director Career

Operations Director is the special career path of Adeptus Evangelion. Oddly enough, Operations Directors are unique among player characters because they lack the ability to synchronize with an Evangelion. As such, they begin play with a Synch Ratio of 0 and may never increase it by any means. Similarly, they only operate in personal Scale, and none of their Talents could ever be applied to an Evangelion Scale encounter as if they were a pilot. As such, the scale column has been removed from all Operations Director Rank Charts.

Operations Directors do not fight the Angels directly like other players, but instead guide and assist the other players remotely while spending the entire battle in a command bunker.

However, while they might find their combat experience to be lackluster compared to the dynamic and life threatening struggle of piloting an Evangelion, outside of combat the Operations Director has many distinct advantages. The first and foremost of these is that the Operations Director outranks the pilots, an enviable position that should be roleplayed to full effect and taken into account during important decision making.

Under no circumstances may there be two Operations Directors in play at the same time.

Characteristic	Simple	Intermediate	Trained	Expert
Weapon Skill	100	250	500	750
Ballistic Skill	100	250	500	750
Strength	100	200	300	400
Toughness	100	200	300	400
Agility	100	500	500	750
Intelligence	100	200	300	400
Perception	100	200	300	400
Willpower	100	250	500	750
Fellowship	100	200	300	400

Starting Skills: Command (Fel), Scrutiny (Per) OR Scholastic Lore (Evangelions), Speak Language (English) (Int), Literacy (Int), Speak Language (any) OR Common Lore (Any)

Starting Talents: Skill Proficiency (Twice), Requisition Support (Twice)



Captain: (0-999)

Advance	Freq	Cost	Type	Prerequisites
Awareness	1	100	S	---
Dodge	1	100	S	---
Tech Use	1	100	S	---
Computer Use	1	100	S	---
Skill Proficiency	5	100	T	---
Absolute Order	1	200	T	Fel 35
Cut Synch	1	100	T	---
Foresight ^{DH}	1	100	T	Int 35
Martial Training	3	100	T	---
Peer(Nerv)	1	100	T	Fel 30
Precision Targeting	1	200	T	---
Remote Care	1	200	T	---
Requisition Support	2	100	T	---
Tactical Genius	1	200	T	Int 35
Sound Constitution ^{DH}	1	50	T	---

Major (1000-1999)

Advance	Freq	Cost	Type	Prerequisites
Command +10	1	100	S	Command
Skill Proficiency	4	100	T	---
Skill Training	2	100	T	Skill Proficiency
Contact	1	100	T	Fel 35
Death Before Dishonor	1	200	T	---
Jaded ^{DH}	1	100	T	---
Like a Boss	1	200	T	---
Martial Training	3	100	T	---
N2 Strike	1	200	T	---
Popular	1	200	T	Fel 30
Requisition Support	3	100	T	---
Vigilance	1	100	T	---
Sound Constitution ^{DH}	1	50	T	---

Lt. Colonel (OD): (2000-3999)

Advance	Freq	Cost	Type	Prerequisites
Skill Proficiency	4	100	T	---
Skill Training	5	100	T	Skill Proficiency
Skill Mastery	5	100	T	Skill Training
Contact	1	100	T	Fel 35
Delegate	1	200	T	---
Plan A	1	200	T	---
Dummy Plug Mk 1	1	200	T	---
Favored Tactic	1	200	T	---
Feedback Tampering	1	200	T	---
Foster Teamwork	1	100	T	---
IOU(R&D)	1	200	T	---
IOU(Military)	1	200	T	---
IOU(Political)	1	200	T	---
Martial Training	3	100	T	---
Master Orator^{DH}	1	100	T	---
N2 Strike	1	200	T	---
Pilot Surveillance	1	200	T	---
Requisition Support	1	100	T	---
Superior Logistics	1	100	T	---
Technobabble	1	100	T	---
Sound Constitution^{DH}	1	50	T	---

Colonel (4000-6999)

Advance	Freq	Cost	Type	Prerequisites
Computer Use +10	1	100	S	Int 35
Tech Use +10	1	100	S	Int 35
Dodge +10	1	100	S	Dodge
Command +20	1	100	S	Command
Skill Proficiency	1	100	T	---
Skill Training	5	100	T	Skill Proficiency
Skill Mastery	5	100	T	Skill Training
As Foretold	1	200	T	---
Battlefield Commander	1	200	T	---
Double Agent	1	200	T	Elite Agent
Elite Agent	1	200	T	Contact
Just As Planned	1	200	T	---
Last Resort	1	200	T	N2 Strike
Like a Boss	1	200	T	---
Martial Training	3	100	T	---
Popular	1	200	T	---
Requisition Support	1	100	T	---
Stratagem	1	200	T	---
Surefire Ejection	1	100	T	---
Talented(Inquiry)	1	100	T	---
Talented(Shadowing)	1	100	T	---
Total Recall ^{DH}	1	100	T	---
Value of a Miracle	1	200	T	---
Well Informed	1	200	T	---
When Suddenly...	1	200	T	---
You Owe Me	1	100	T	---
Sound Constitution ^{DH}	1	50	T	---

Brigadier: (7000-9999)

Advance	Freq	Cost	Type	Prerequisites
Computer Use +20	1	100	S	Computer Use +10
Tech Use +20	1	100	S	Tech Use +10
Skill Proficiency	1	100	T	---
Skill Training	3	100	T	Skill Proficiency
Skill Mastery	5	100	T	Skill Training
Bane	1	200	T	As Foretold
Plan A	1	200	T	---
Dummy Plug Mk II	1	200	T	Dummy Plug MK I
Favored Tactic	1	100	T	---
Imprint	1	200	T	Dummy Plug Mk II
Martial Training	3	100	T	---
N2 Strike	1	200	T	---
Promote Assistant	1	200	T	---
Requisition Support	1	100	T	---
Talented(Command)	1	200	T	Command
The Plan	1	200	T	---
You Owe Me	1	200	T	---
Sound Constitution ^{DH}	1	50	T	---

Mastermind (10000+)

Advance	Freq	Cost	Type	Prerequisites
Skill Proficiency	*	200	T	---
Skill Training	*	200	T	Skill Proficiency
Skill Mastery	*	200	T	Skill Training
Elite Agent	1	200	T	---
Key to Victory	1	300	T	Just As Planned, The Plan
Imprint	1	200	T	Dummy Plug Mk II
Like a Boss	1	200	T	---
Martial Training	2	100	T	---
N2 Strike	2	200	T	---
Requisition Airstrike	1	200	T	Operations Director
Technobabble Solution	1	200	T	Technobabble
You Owe Me	1	200	T	---
Sound Constitution DH	*	100	T	---

Operations Director Talents

Absolute Order

Prerequisite: Operations Director

Effect: The Operations Director pulls rank on a Pilot, who is more afraid of you than anything else that could happen to them. By spending a Fate Point, the Operations Director may be treated as if they had rolled a 01 on a command test against one person of their choice. In a similar move, they may choose to Burn a Fate Point to give a command to a Pilot who must then comply as competently as possible, regardless of that PC's feelings or any other abilities that might come into play. If the character's player completely refuses to comply after the Fate Burn, the Operations Director does not lose a Fate Point... but the character that refused the order does.

As Foretold

Prerequisite: None

Effect: Using access to files and manuscripts that are more mad ravings than science, the Operations Director has managed to glean something useful about their foes. They may test Scholastic Lore (Angels) after the first round of combat with a given Angel at a -20 penalty. If successful, the Operations Director gains a useful hint about the Angel. Even though the information is already available to the Operations Director, virtually all of it is useless without context, and only makes sense when the Angel is encountered.

Bane

Prerequisite: As Foretold

Effect: After a successful use of 'As Foretold,' the Operations Director may exploit the circumstances laid out in those mad scribbings to push the battle in their favor. As a Full Action they may choose a single Evangelion's attack and spend a Fate Point. The Evangelion deals an extra 1d10 damage with this attack, but the attack may not provoke a Righteous Fury. Subsequent uses of Bane will require one additional uses of 'As Foretold' each time.

Battlefield Commander

Prerequisite: Operations Director

Effect: The Operations Director may, as a Half Action, micromanage the forces under their command to get a much greater efficiency out of them than would be expected. They may increase the Unit Power of a single Unit of Conventional Forces by 1 for a round for the purpose of damage and special abilities (but not wounds).

Contact

Prerequisite: Operations Director

Effect: A friend in the right place can make all the difference, and for this reason a clever man makes such friends wherever he can. Upon purchasing this Talent, the GM and the player should work together to create an NPC as an ally to the Operations Director. This NPC could be a humble janitor, a member of the research team or local IT department, a secretary for an important official or even a fellow member of Nerv. Any position that can be imagined, and which the GM will allow, is possible. Similarly, what ties the Operations Director has to this character are similarly mutable. They could be someone who owes him a favor, an old friend, someone they are blackmailing, their brother-in-law's old college roomie or simply someone that they go out for drinks with every Saturday.

Regardless of their position and background, each contact created in this fashion has the following basic statblock:

WS	BS	S	T	Ag	Int	Per	WP	Fel
35	35	30	30	30	30	30	30	30

Wounds: 10

Skills: Any 4 of your choice

Talents: 1 of your choice that they meet the prerequisites of, as well as the Peer Talent for whatever group that they belong to.

If your GM approves, and it would make sense for the Contact in question, you may pay 50 XP in exchange for an additional Talent for the Contact, two additional Skills, or to improve a single characteristic by 10 to represent a Contact with exceptional skill (such as a brilliant scientist with an appropriate bonus to Intelligence). You may pay as much additional XP as you wish.

Once generated, these contacts may be employed by the Operations Director to perform any number of tasks for them, or simply be tapped as a source of information. What role the Contact fills depends heavily on what skills they have at their disposal and what their position is.

Possible uses for a Contact who was a member of the research team, for example, would be using their Scholastic Lore (Evangelions) skill to answer a question of yours, or having them use their Inquiry skill on the other researches for you to find out more about a certain secret project.

Depending on the NPC in question, their mannerisms and general disposition may vary wildly.

However, they will always be at least generally helpful and GMs should feel discouraged from

using these specifically helpful NPCs against the Operations Director. GMs should feel

encouraged to make any Contacts reoccurring minor characters at least, rather than a skill mechanic that happens to have a name.

If the GM has no objections, it would not be beyond this ability to establish a previously introduced NPC as a new Contact.

This Talent may be bought multiple times, each time creating a new NPC Contact.

Cut Synch

Prerequisite: Operations Director

Effect: Maintaining a pilot's Synchronization with its Eva is both complicated and dangerous. Under stress the Pilot's Synchronization Ratio can spike and dip erratically, risking harm to the pilot's mental state. While the Entry Plug, Plugsuit, and A10 Nerve Clips already contain all of the Synchronization boosting technology currently available to Nerv, the Entry Plug may also be triggered remotely to cut back that Synch Ratio to a more manageable level in case of emergency.

The Operations Director may, as a reaction action, order the Synch Ratio of a single pilot cut. This immediately reduces that pilot's SR by a number of d10 of the Operations Director's choice, but never more than 5d10 in a single round. While the restriction might be removed in future rounds, the Synch Ratio will not immediately bounce back in that encounter. Synch Disruption can raise or lower it as normal, but only a complete reboot of the Entry Plug can restore the pilot's SR to normal.

Berserk Evangelions are immune to this talent.

Death Before Dishonor

Prerequisite: None

Effect: As a half action, you make choose one Pilot that has failed a Test to resist Fear and Test Command. On a success, you manage to coerce the pilot into fighting through his fear, and at the start of his next turn the pilot is treated as having snapped out of his fear, but effects that cannot be overcome this way remain. This talent does not work on any pilot that is unconscious.

Delegate

Prerequisite: Operations Director

Effect: Proper leadership requires the use of all available resources. By proper delegation of crucial activities to the rest of you command staff, you can become much more efficient. Once per session, you may use one Operations Director talent that normally requires the expenditure of a Fate Point at no cost. Note that this is for Talents that require the spending of a Fate Point only, not the burning of one.

Double Agent

Prerequisite: Operations Director, Contact, Fel 40

Effect: The Operations Director may choose any one NPC in the room and Burn a Fate Point. That NPC, despite all evidence, has actually been working for the Operations Director as a double agent. The GM may feel free to veto the use of this ability on any NPC of his choice for campaign reasons, though in any such case the Operations Director's Fate Point is not burnt.

Dummy Plug MK 1

Prerequisite: Operations Director, Research Tier 2

Effect: The Evangelions represent one of the most powerful weapons ever conceived by man. As such, it is understandable that many are less than happy about putting its control in the hands of inexperienced children or, worse yet, older pilots capable of realizing exactly how much power they have.

The Dummy Plug is the much anticipated, and greatly disappointing, solution to this problem: an artificial Synchronization signal that allows the Eva to function under remote control. However, despite thorough testing, it is still unpredictable and dangerous, often much more careless and destructive than the pilot it was meant to replace. Once purchased, all your Evangelions are considered outfitted with the Dummy Plug system.

While an Operations Director can order the activation of a Dummy Plug at any time, it is only recommended for use in an Evangelion whose pilot has become incapacitated while the Evangelion remains functional. While it is possible for the Eva to Berserk in this time, it is by no means guaranteed, and the Dummy Plug represents a surefire way to get that Eva back in the fight.

Activating the Dummy Plug is a Free Action on part of the OD, but takes a round to initiate. The pilot loses control of the Eva and their Talents no longer apply, though any upgrades made to the Evangelion still do. Instead the Dummy Plug is in control, using the entry provided below.

A Dummy Plug Mk1 is treated as if the pilot had the following stats:

WS	BS	S	T	Ag	Int	Per	WP	Fel	SR
50	10	20	20	30	10	30	30	10	50

Skills: Awareness (Per), Dodge (Ag)

Talents: None

Traits: Murderous*, System Crash**

*Murderous**: The Dummy Plug must attack the nearest enemy in melee combat if possible. If it is not engaged with the nearest enemy, it must move towards that enemy and engage them if possible. The Dummy Plug will not take obviously suicidal actions such as leaping off a building in order to engage someone on the ground, but it will take any actions that have a reasonable opportunity to engage in melee with the nearest enemy.

The Dummy Plug is immune to fear, pinning, stunning effects, and the effects of fatigue, and may not Parry, use the Withdraw Action, or flee from Combat. The Dummy Plug must use the All-Out Attack option in melee combat if possible and may never make Called Shots under any circumstance.

The Dummy Plug will inflict 1 Collateral every round it is active with its brutal, careless fighting style, until all enemies are gone and it deactivates.

*System Crash***: If the Dummy Plug would gain 5 or more insanity points, or remove 5 or more points from their ego barrier, it shuts down for its next turn (without giving control to the pilot back) rebooting by the round after. Any such ability that might subvert an Eva indefinitely prevents the Dummy Plug from rebooting, and now must attack the pilot as normal inside the immobile Eva in order to take control of the Evangelion.

Dummy Plug MK 2

Prerequisite: Operations Director, Research Tier 3, Dummy Plug MK1, Absolute Order

Effect: A much improved version of the Mark 1 Dummy Plug, the Mark 2 sacrifices the fury of its predecessor for skill and loyalty. Using the same technology for imprinting memories on awakened clones, the new Dummy Plugs are given a standard package of imprinted skills and talents. Purchasing this Talent upgrades all your Evangelions' Dummy Plugs.

Once the Dummy Plug has been activated (which takes a full round), it follows many of the same rules at the Mk 1 Dummy Plug, with the following exceptions, according to the profile provided below.

A Dummy Plug Mk2 is treated as if the pilot had the following stats:

WS	BS	S	T	Ag	Int	Per	WP	Fel	SR
35	35	30	30	30	30	30	30	30	70

Skills: Awareness (Per), Dodge (Ag)

Talents: A.T. Power (Neutralize), Double Team, Lightning Attack, Quick Draw.

Traits: Obedient*

**Obedient:* While the Dummy Plug is active, the Eva may not ignore a direct order from its remote controllers. This is usually the Operations Director. Commanding the Dummy Plug works just like controlling Conventional Forces.

Elite Agent

Prerequisite: Operations Director

Effect: As Contact, but the Operations Director acquires the services of a very skilled individual with combat and investigation training. This individual uses the Section-2 Special Agent stat line, except that it has +20 Inquiry and Computer Use.

In addition to its normal uses as a Contact, the Elite Agent may be put 'on assignment'. When put on assignment, the Elite Agent deploys to investigate a single individual, group or event. The Elite Agent then drops off the radar for a period between one week and one month, as determined by the GM and depending on the task at hand.

At the end of this time, the Elite Agent tests Inquiry. On a success, the Elite Agent comes back with useful information on the subject, with additional information based on degrees of success. Should they achieve three or more degrees of success, they come back with secret of some note. On a failure, they acquire either no information, or worthless information. On a failure of two or more degrees of success, the Elite Agent attracted the wrong kind of attention and has been... removed. The Elite Agent is lost forever and may not be replaced. On three or more degrees of failure, the Elite Agent is lost and the OD has been implicated in the process. What happens next is up to the GM, but whoever or whatever was being investigated now knows that the OD was investigating them.

Favored Tactic

Prerequisite: None

Effect: An Operations Director is obviously well versed in military strategies. But there are some that they just might find more appealing than others.

Perhaps they were impressed upon the OD during their training by some mentor. Perhaps said tactics have ensured some great victory in the past.

Perhaps the OD simply saw it in a movie once and thought it looked cool. Whatever the reason, they have gone out of the way to specifically alter the pilot's training so that they might better enact this tactic.

Choose one bonus from the following list:

- ☛ **Dropkick** - When attacking an opponent from above (such as at the end of a use of Float or use of A-Type Equipment) pilots gain a +20 bonus to Knockdown attempts.
- ☛ **Dynamic Aiming** - The pilots may now aim (either full or half action) and then take a half move action without losing the benefits of the aim action. If they THEN fail to attack as their next action, the benefits of aim are lost.
- ☛ **Flyswatter** - Reduce all penalties for attacking targets of sizes lesser than Average by 10.
- ☛ **Focused Charge** - All Pilots gain a +10 bonus to any attempts to Charge an enemy.
- ☛ **Evasive Stance** - Defensive Stance affects enemy Ballistic Skill Tests as well.
- ☛ **Lightning Feint** - Pilots may now feint as a Reaction Action.
- ☛ **Terrain Mastery** - Reduce the penalties suffered from battling in difficult environments by 10.

Feedback Tampering

Prerequisite: Operations Director

Effect: The Evangelion pilots face many horrors in their line of work, some worse than others. It is the Operations Director's job to see them through this by any means necessary. Even when it means doing something unpleasant.

Should a pilot suffer Insanity or Ego, the Operations Director may spend a Fate Point and intentionally trigger a truly excruciating feedback spike to traumatize the pilot and send them into shock, causing them to black out for a moment and avoid the worst of what they were facing. The pilot is Stunned for 1 round, but the amount of Insanity Points gained or Ego Barrier lost is halved. While often a necessary measure, Operations Directors should not expect the pilots to appreciate the use of this Talent.

Foster Teamwork

Prerequisite: Operations Director, Int 40

Effect: Choose two pilots. These two pilots spend the next week in synchronized training, preparing to pull off a specific maneuver.

For the next battle, the Operations Director immediately spends one Fate Point at the start of the battle and declares that two or more pilots will learn a particular talent of the Operations Director's choice.

This Talent must be either a Talent already known to one of them or one that at least one pilot meets the prerequisites for but does not yet possess. If the Talent that the Operations Director would attempt to give them is of dubious plausibility or an attempt to exploit the rules of the game (such as the case for Talents that may only be used a limited number of times, or have a prerequisite of a career itself) this Talent fails and the Fate Point is not spent. This intent to use this talent must be declared in advance of the battle for it to be effective.

Imprint

Prerequisite: Operations Director, Dummy Plug MK 2

Effect: Using the same memory imprint technology used to bring new manufactured clones up to speed, new skills may be granted to the Dummy Plug Mark 2. While the previous Dummy Plugs were too unstable to accept such programming, the second generation can retain this information easily. However, the memories may not be created from scratch. They must have a source.

Choose a single Talent known by another pilot already in play. This Talent may not cost more than 200xp. The Dummy Plugs are imprinted with the knowledge of this ability, so long as they already know all prerequisite Talents or AT Field Powers.

The imprinted Talent is granted to all mark 2 Dummy Plugs upon purchase of this Talent by the Operations Direction. While the Imprint Talent may be purchase multiple times, each purchase grants the Dummy Plugs one Talent and one Talent only.

IOU: Military

Prerequisite: Operations Director

Effect: There is someone who owes the Operations Director a favor. Someone who can get things done. In this case, it is an important general or similarly powerful military official. Through this favor and a compelling argument about the strategic necessity of the task, the OD may requisition one of a number of effects.

Examples of such effects include:

- ✎ The deployment of 10 Unit Power worth of extra military forces for a coordinated plan of attack.
- ✎ The deployment of an N2 Weapon against an enemy, though never in a populated or heavily developed area. This use of an N2 weapon is separate from the N2 Strike Talent, however damage resulting from it is still counted as collateral damage as normal.
- ✎ The deployment of a prototype non-Evangelion anti-Angel weapon, such as a T-RIDEN-T prototype.

- ✎ Using military resources to deploy the equivalent of a Base of Operations far away from the Geofront, complete with MAGI Uplink, turrets and plenty of Umbilical Ports.

Other, more imaginative favors from the Military may also be called in by the Operations Director at the GM's discretion.

This IOU may be utilized once and once only in a campaign before being permanently spent. The IOU may not be purchased again for use a second time. The only exception is through use of the "You Owe Me" Talent.

IOU: Political

Prerequisite: Operations Director

Effect: There is someone who owes the Operations Director a favor. Someone who can get things done. In this case, it is a person with important ties to a government, corporation, or other major influential area. When in dire straits, the OD can call upon this contact to help procure one of a number of effects.

Examples of such effects include:

- ✎ A one-time influx of 1d10 + 10 Surplus.
- ✎ Removal (or worse, depending on how willing you are to get your hands dirty) for a troublesome NPC.
- ✎ Aid in a major legal action.
- ✎ Obtaining information without risking an Elite Agent.
- ✎ Using National or Corporation resources to launch an Evangelion into space.
- ✎ Other, more imaginative favors from the Politician in question may also be called in by the Operations Director at the GM's discretion.

This IOU may be utilized once and once only in a campaign before being permanently spent. The IOU may not be purchased again for use a second time. The only exception is through use of the "You Owe Me" Talent.

IOU: R&D

Prerequisite: Operations Director

Effect: There is someone who owes the Operations Director a favor. Someone who can get things done. In this case, it is an important member of some Research and Development department or team (either for Nerv itself or another corporation or organization of some kind). By pulling a few strings the OD can get their hands on some juicy technology that would usually not be available.

Examples of such effects include:

- ✎ Request a Prototype Weapon you have not researched yet, at no WUP cost, with the condition you must hand it back afterwards.
- ✎ Permanently obtain a Prototype Weapon you have not researched yet, at no WUP cost, with the condition it has a significant drawback such the Inaccurate or Overheat qualities, significantly reduced damage, range, ammo capacity or whatever the GM deems makes it worth it.
- ✎ A one time influx of 1d5+5 Research.

- Requisition a piece of special equipment suited for a specific, one-time task such as containing a weak angel or otherwise performing a key role in a unique plan.
- Other, more imaginative favors from the R&D Team may also be called in by the Operations Director at the GM's discretion.

This IOU may be utilized once and once only in a campaign before being permanently spent. The IOU may not be purchased again for use a second time. The only exception is through use of the "You Owe Me" Talent.

Just as Planned

Prerequisite: Operations Director, Int 40, Foresight

Effect: The Operations Director may benefit from Foresight after 1 minute rather than 10 minutes.

In addition, the Operations Director may spend a Fate Point to have retroactively prepared or taken any action within the last 10 minutes that would just now come into play, such as making a discrete phone call for assistance or turning on a small recording device. Note that retroactively taking this action cannot change anything else that has already happened, though it may be addressed as normal now.

Key to Victory

Prerequisite: None

Effect: There are a handful of possible alternatives to the Evangelions for defeating the Angels. However, each is more terrible, risky and costly than the last. More than a few of them involve breaking several international treaties, crossing an organization that doesn't even publicly exist, or using artifacts only barely understood.

At the time that this talent is taken, the GM and player must decide on a single item or plan to defeat a single Angel automatically if it is out of Fate Points (or cause it to default to 0 wounds on all body parts and burn all of its Fate Points if it still possesses them).

While the OD is encouraged to use whatever makes their Base of Operations special (such as its Buried Treasure or something of similar plot importance) they cannot make use of anything that has not yet been discovered in character.

What's more, the Key to Victory works only once. The GM decides on a convincing deterrent to explain why. Such downsides might include the sacrifice of plot-important items, massive political fallout, the Geofront itself becoming compromised, or some combination of the above.

Last Resort

Prerequisite: None

Effect: When using the N2 Strike talent, deal an extra 4 damage (even if the normal damage would be 0) for every Fate Point burnt by a party member (for whatever reason) thus far during that session, as well as for every allied Evangelion defeated or otherwise unwillingly removed from play.

Like a Boss

Prerequisite: None

Effect: You are the one in charge of Nerv's Department of Operations for a reason. Don't let anyone forget it. Choose one of the following options:

- ☛ **Discipline** - Gain a +5 to WS. You gain the Disarm talent from DH, and in addition get a +10 bonus to Disarm tests against valid targets of Command.
- ☛ **Jesus Christ he has a Gun** - Gain a +5 to BS. You may force any viable target of Command to Test Pinning just by using the Aim action on them.
- ☛ **Correction Punch** - Gain a +5 to S, You may test Command instead of WS for melee attacks against those who are viable targets for command.
- ☛ **Take Charge** - Gain a +5 to Ag. Your initiative is always 1 higher than the highest initiative rolled by a fellow player. If this is somehow in competition with another person, highest Agility Score wins.
- ☛ **Degree in Asskicking** - Gain a +5 to Int. You may test Intelligence whenever you roll an opposed test against any human target, regardless of the characteristic normally rolled.
- ☛ **Wary** - Gain a +5 to Per. You are never surprised, and in addition gain the Step Aside Talent.
- ☛ **Oldest one in the book** - Gain a +5 to WP. Any bonus you would get to a command test against an individual is similarly added to any Scrutiny test, in addition to any normal bonuses that would apply.
- ☛ **Linguist** - Gain a +5 to Fel, You know all languages spoken by the other party members at any given time

Martial Training

Prerequisite: Operations Director

Effect: While you can't fight off the massive alien monsters attacking the city, you ARE quite capable at fighting in a more normal type of combat, either due to past military experience, self training, or perhaps just some self-defense classes. Each time you take this talent, choose one of the following talents from Dark Heresy:

Crack Shot, Hip Shooting, Hard Target, Mighty Shot, Marksman, Talented (Dodge), True Grit, Sharpshooter, Crushing Blow, Disarm, Precise Blow, Street Fighting, Takedown.

No option may be selected more than once.

N2 Strike

Prerequisite: Operations Director

Effect: Each time this talent is bought, the OD gains a single N2 mine which is stored for later use. The Operations Director determines the point of impact as a half action, and at the beginning of the Operations Director's next turn the N2 Mine explodes there. The OD may only use as many N2 mines as they have bought and stored, and once used the only way to get another is to buy another instance of this talent.

Note that a stored N2 mine is only lost if the OD is the one to order it used. N2 Mines dropped as a result of a lost battle are considered to come down from the Nerv Commander himself, and as

such the Operations Director loses none from their stockpile (though they may be otherwise penalized for their failure).

Peer

Prerequisite: None

Effect: As the Dark Heresy talent, but applying to one of the following groups.

Pilots - The operators of the Evangelions.

Section-2 - The black suited men and women that act as Nerv's security and intelligence division.

Scientists - The scientific community, be they freelance or part of Nerv's own research division.

UN - General officers and bureaucrats that operate within the United Nations government.

Nerv - General staff of Nerv that do not fall into any other categories, including the Operations Director.

Civilians - Non-military individuals not affiliated with any group or organization.

Pilot Surveillance

Prerequisite: Operations Director, Fel 40

Effect: The pilots are one of the most valuable resources on the planet, and keeping them safe is one of the Operations Director's many responsibilities. By spending a Fate Point, the Operations Director can send a team of 1d5 Section 2 Special Agents to the pilot's position within one round, so long as the pilots are still within the Base of Operations. This ability may similarly fail in other situations where Section 2 would be unable to locate the pilots.

Plan A

Prerequisite: None

Effect: There are some commands you have come to rely on so often that you have reorganized your entire logistics division to facilitate it better. Maybe that involves a specialized addition to the Magi that runs that same subroutine without taking up primary processing power. Maybe that means a special phone that talks directly to the head of Section 2, or a massive stockpile of morphine and adrenaline for the pilots. The important thing is, you can choose one talent from the following list: Absolute Order, Bane, Feedback Tampering, Just As Planned, Pilot Surveillance, Remote Care, Surefire Ejection, When Suddenly... . From this point forward, you no longer need to spend a Fate Point to use that talent, though it still takes up an action as normal and can only be used once per round. Note that this only ever applies to the spending of a Fate Point, and never the burning of one.

Popular

Prerequisite: None

Effect: The OD gains a unique Peer talent with the focus of any single group or demographic of their choice that they are aware of and that is not hostile to them. The OD may choose groups other than those listed under the Peer talent, as long as the GM feels the selected group is clear and specific enough.

Precision Targeting

Prerequisite: Operations Director

Effect: Choose one ally to feed carefully plotted targeting data as a half action designed to take advantage of a weak point in the enemy's armor. Choose one at the time of use: The Evangelion may ignore half of the target's AP -or- the Evangelion's weapon gains +2 pen on its next attack against the target.

Promote Assistant

Prerequisite: Operations Director

Effect: There is no reason why everything must rest on the OD's shoulders, so long as they remain in command. Choose a member of the bridge crew and promote them to the rank of Captain. A number of times per combat equal to the OD's Intelligence or Fellowship Bonus (whichever is higher), they may use any Operations Director Talents that requires the expenditure of Fate Points without spending any, but may not Burn Fate Points in this manner.

Remote Care

Prerequisite: Operations Director

Effect: The pilot's plug suit is much more than a simply interface unit for the Evangelion, it also provides the wearer some protection and allows monitoring of the pilot's health while in the entry plug. In a case of emergency, the plug suit may also be used to apply basic medical services via remote, such as tightening a tourniquet or applying electric shocks.

By spending a Fate Point as a half action, an Operations Director can remotely activate a medical system (immediately stopping blood loss in one pilot, ending the duration of the "Stunned" status effect on one pilot, or removing all levels of fatigue from one pilot) as long as said pilot is wearing their plug suit and within the entry plug.

Requisition Airstrike

Prerequisite: Operations Director

Effect: As a full round action, the Operations Director can call in an airstrike on a position on the map. At the beginning of the Operations Director's next turn, a 3d10 X; Blast (6) bombardment is dropped on that location, though it will not damage anything with a Deflection higher than 0. Once these coordinates have been input, the explosion will occur at that position even if the target has moved out of that space. This counts as a large area of effect for the purposes of collateral damage.

Requisition Support

Prerequisite: Operations Director

Effect: Increase the amount of Support available to the OD each battle by 1. Support can be spent to field Conventional Forces to aid the Evas.

Skill Proficiency

Prerequisite: None

Effect: Become trained in any one skill that is not: Awareness, Command, Computer Use, Dodge or Tech Use.

Skill Training

Prerequisite: Skill Proficiency

Effect: The character gains a +10 bonus in any one skill that they are already trained in and is not: Awareness, Command, Computer Use, Dodge or Tech Use.

Skill Mastery

Prerequisite: Skill Training

Effect: The character gains a +20 bonus in any one skill that they are already trained in and is not: Awareness, Command, Computer Use, Dodge or Tech Use.

Stratagem

Prerequisite: None

Effect: While teaching pilots specific solitary moves increases their own options, it takes another level of skill to teach them the proper coordination to pull off more advanced, team-based tactics. The OD instructs their pilots to carry out precision maneuvers so that they might achieve victory through teamwork. Choose one option from the following list:

- ✎ **Dynamic Break** - Pilots gain a +10 to their Grapple Tests and may end a grapple already in progress by using the Knockdown Action instead of dealing unarmed damage.
- ✎ **Mutual Defense** - By standing back-to-back, two Evangelions can guard each other's blind spots. Neither Eva may move more than 2 dam away from the other, face the same direction or attack the same opponent without ending the effect, but so long as the stance is maintained both Evas gain an additional Reaction to use for the purposes of Parry or Dodge.
- ✎ **Wolfpack** - The problem of taking down large animals using group tactics is one nature has already solved. The trick is to keep on the move and work as a team. During every round that all of your pilots move at least a Half Action and are no further than 20 dam from the enemy, any of them may spend a Fate Point to automatically succeed on a WS or BS test of their choice with 0 degrees of success.
- ✎ **Trinary Formation** - Once per battle, and as a Full Action, the OD may have at least three pilots hold their turns until the end of the initiative order that round. Each then makes a single Half Action attack against the same target at the same time. Roll all tests to attack before continuing. If all three attacks hit, the target may not Dodge or Parry any of the attacks (though Deflection works as normal).

Superior Logistics

Prerequisite: Operations Director

Effect: The Base of Operations is built like a fortress, and many of the structures built to support the Evangelions are the size of whole buildings. A clever Operations Director takes this one step further, actually disguising these structures as normal buildings until they are needed, giving them the defense of anonymity.

The Operations Director may now buy Support Structures and Turrets as normal, but decline to say exactly where he has built them. During any battle that takes place within the Base of Operations, the Operations Director may choose a spot that is not within 10 dam of any currently active Evangelion or Angel and declare that spot to be where they built one of the as-yet unplaced Support Structures or Turrets (Barrier Plates are the only exception to this rule, and may be placed no closer than 5 dam of an active Evangelion or Angel).

An Operations Director may not place more than one structure or turret in this manner per round, and once placed they may not be moved and are considered a permanent addition to the Base of Operations.

Surefire Ejection

Prerequisite: Operations Director

Effect: By spending a Fate Point, an Operations Director can force an entry plug to eject as a Reaction Action. This not only triggers an entry plug ejection attempt, but provides it a +40 to the subsequent roll. This may be used to prevent the effects of damage from a plug breach from taking their potentially lethal toll on the pilot, but only if the Reaction Action is used before damage to the pilot is rolled.

Tactical Genius

Prerequisite: Operations Director

Effect: Through the use of well-planned tactical advice, an Operations Director can guide the pilots under his command to victory.

By spending a Fate Point, an Operations Director can add one degree of success to a pilot's roll, or cause them to reroll a failed Test. However, in the event of a reroll the pilot must accept the result of the new roll, even if it is worse than the first.

Technobabble

Prerequisite: None

Effect: The OD may test Tech Use, Computer Use or a Scholastic Lore instead of Blather, with a +20 bonus against anyone who is not trained in that skill.

Technobabble Solution

Prerequisite: Technobabble

Effect: Upon failing a Skill Test, if you would Spend a Fate Point to reroll, you may test Tech Use or Computer Use instead of the proper skill.

The Plan

Prerequisite: None

Effect: The Operations Director is more than just a glorified babysitter. They are a brilliant tactician, even if they rarely have a chance to show it.

Given one hour, the Operations Director can concoct a plan of attack. The Operations Director may, as a Half Action, give a single pilot a +10 bonus to a single roll for a specified action (such as standard attack, Full Auto, Dodge, Grapple or a Skill) each round. This need not be the same bonus type, or even the same pilot, each round.

If the Operations Director fails to provide this bonus on their turn, they can't use it again for the remainder of the battle as the plan does not survive contact with the enemy.

The Value of a Miracle

Prerequisite: None

Effect: Once per session, the OD may spend their Reaction Action to choose a single roll made by any ally. All penalties taken by the ally to this roll they instead gain as bonuses that stack with all other bonuses.

Vigilance

Prerequisite: Operations Director

Effect: Demand more from your team, even when threats have not yet presented themselves. All Angels will receive a -20 to their roll on the interception chart.

Well Informed

Prerequisite: None

Effect: The Operations Director has many resources at their command. Whether it be via personal investigation, computer hacking, a friend on the inside or some unknown benefactor, the Operations Director comes into possession of something others would wish to keep secret. Once per session, the Operations Director may spend a Fate Point to ask the GM a single Yes or No question. The GM must answer this question to the best of their ability. However, the information that reaches the OD is not always perfect. Any question that asks about the future in any way receives a response of Maybe, and the OD may not use this to learn about Angels that have yet to appear.

When Suddenly...

Prerequisite: Operations Director, Ag 35, Concealment +20

Effect: In any situation in which the Operations Director's position has not been openly stated within the last ten minutes in game, and in which a pilot is in danger (whether the Operations Director could be expected to know this or not) the Operations Director may spend a Fate Point to appear within five meters of that pilot instantaneously. It is assumed that the Operations Director has been in the area for at least the last minute, and is now just revealing themselves.

EMERGENCY

You Owe Me

Prerequisite: Operations Director

Effect: Sometimes a little guilt can go a long way. With some subtle reminders, an OD can milk that guilt for even more than it is worth. Choose one IOU that has already expended. Consider it renewed. This is the only way that an IOU may be used more than once.



EMERGENCY

EMERGENCY

EMERGENCY

EMERGENCY

Playing with an Operations Director

With an Operations Director in the group, how the game is played changes. As a Game Master, your options have increased.

The Operations Director provides a focus for information and command authority that allows you to more easily manage puzzle encounters in the field. If all of your players were pilots, they would have great difficulty gathering the information they needed to solve the riddle that is the unique defenses of a cleverly designed Angel. In the end, it is likely that the pilots would need the Science Team to flat out tell them what they needed to do to win, which would be unsatisfying for the players (as it makes the combat up until the science team tells them the secret feel 'wasted time') and unsatisfying for the GM (as you created a puzzle only to tell them the answer to it so they could solve it).

However, an Operations Director has a whole team of officers available, and is better capable of being given the information needed to defeat the Angel in chunks rather than all at once. This allows you to give the Operations Director player the contextual information needed for them to figure out the puzzle on their own, without telling them the answer. Though, if your Operations Director seems to be leaping to the wrong conclusion, do not be afraid to have the science team quickly rephrase their data to help steer them back toward the right solution. Once the Operations Director has the right solution found, the Operations Director can issue orders to the pilots to implement that solution against the enemy.

The above is a specific example of a wider phenomenon generated by the presence of an Operations Director in your game: the players have more control over their fate. The pilots are tools, but the Operations Director is a tool user. You may leave many plans in the hands of the Operations Director to come up with which you, as the Game Master, would otherwise be required to hand to the pilots.

Without an Operations Director in play, you will frequently be required to immediately provide solutions to your own problems, as none of the pilots are in a position to deal with them. For example: if you pit against your pilots an Orbital Angel, and there is no Operations Director, your pilots will rightly expect you to immediately provide them with a plan of attack. The pilots cannot organize a coordinated attack to open a gap in the Angel's defenses, or arrange transport to launch one or more Evas into space. So that must be done for them, either by the GM through NPCs, or through an Operations Director player.

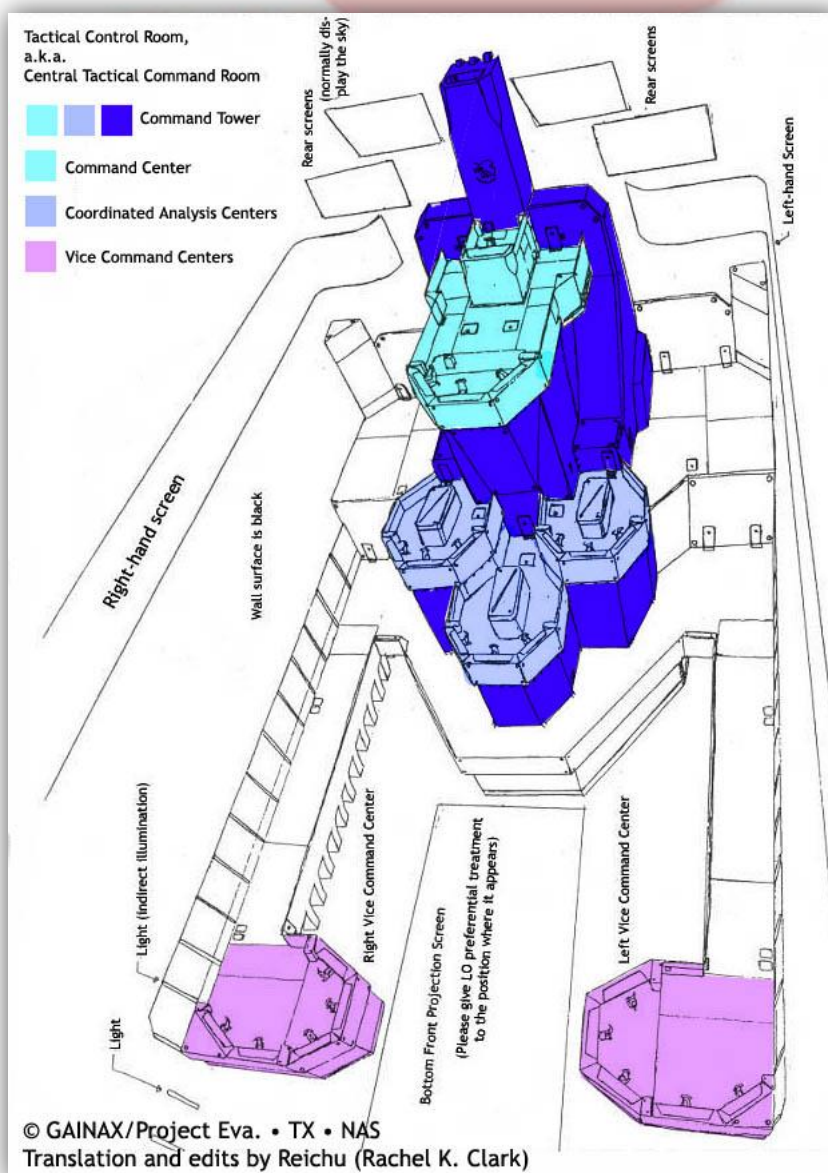
Outside of combat, the Operations Director is in a unique position to investigate any form of global conspiracy in your games. For example: putting together the pieces to figure out the major players in the looming Third Impact scenario you have planned. Teenage pilots are not easily going to come across that sort of information, and even if they did acting on it would be difficult. Their whole lives are governed by Nerv, and it is not like they can launch their own Evangelions without Nerv's engineers to facilitate the process.

Your Operations Director should have a fair amount of freedom to act, but that does not mean they are successful at everything they attempt. They are playing a different game of their own, but every game still needs challenges. A successful inquiry to follow up on a clue should give you another set of clues and hints, not reveal the whole overarching conspiracy in a single session. Working with your Operations Director requires a proper balance of not tipping your hand on major plot points before their time and rewarding your OD with hints and information for their actions and sacrifices.

The Bridge

The Operations Director does not (usually) take to the field personally to kick ass and take names. Instead, they oversee the anti-Angel operation and command the Evangelion Pilots in battle. But that means the Operations Director needs someplace to command from. The Nerv Operations Bridge fills this role. The Bridge can be customized and altered to suit each unique Base of Operations for a given campaign, but it is assumed to provide the Operations Director with the technological, logistical and human support needed to coordinate a defensive campaign against the Angels. Common features of a Nerv Operations Bridge include massive displays, direct lines to other department heads and other key individuals, status reports on the Evangelions and their pilots, tactical maps, constant updates from the Magi Supercomputer system, and Bridge Personnel to man all of these stations.

The Bridge Personnel are worth re-iterating. The Operations Director is going to be spending a lot of time on the bridge, and that means that the bridge needs to feel like a real and important place. One way to give the bridge its proper attention is to flesh out these Bridge Personnel (also known as Bridge Bunnies) into full fledged NPCs for the Operations Director to interact with regularly.



Working with your Operations Director

Your Operations Director is in a special role of being both a player, and being in a position to influence the campaign. The actions and choices of the Operations Director have consequences for the whole party, and can make or break scenarios sessions in advance. You cannot afford to treat them as if they were a normal player.

Simply put, the Game Master and the Operations Director need to be thick as thieves to ensure a healthy game. The Operations Director is in a privileged position to know more about what is really going on than the pilots, and this should be reflected over the course of the campaign.


Similarly, the Operations Director is in a position to affect change, and they should have the opportunity to do so. Encourage your Operations Director to come up with long terms plans of their own, and allow them to have a meaningful impact on events as they unfold. The Operations Director lacks the direct impact and simple forms of gratification inherent to the more combat centric pilots, and instead operates mostly behind the scenes. Blocking or ignoring their plans, even if you feel it is natural given the overwhelming superiority of the mastermind organization they are working against, renders the Operations Director virtually impotent. A character that exists only to give pilots free rerolls and take them out for ice cream. Making your Operations Director feel useless is a dangerous trap that you should avoid falling into, as that means one of your players is not having fun.

While GMs who like to set their Angel encounters in stone early on will find this grating, this also includes making the preparations of the Operations Director matter. If the Operations Director has recently spent a large amount of surplus to purchase C-Type Equipment for all of the Evangelions, then you as the Game Master should feel heavily encouraged to make that relevant by including at least 1 underwater encounter of some kind. Such a thing represents a considerable investment on the part of the player, and failing to reward that is the same as discouraging it. If you are absolutely sure that such an investment will never be useful, do not leave the Operations Director in the dark about it. Tell them straight that you do not think that such equipment will be useful in your campaign, and they would do better to put that surplus elsewhere. That does not force your hand as GM to include an encounter you did not want to, and does not result in the Operations Director wasting surplus to prepare for a specific battle that will never come.

One the flipside of that, your Operations Director is not supposed to need to guess what long term investments he needs to make to meet you assumed conditions. If you, as the Game Master, plan to include an underwater enemy, and the group has no C Type equipment, it is your responsibility to either tell your OD that such materials will be useful in the near future (so that he may buy some) or provide an alternate solution to make the combat possible. Otherwise, the battle is going to be miserable for everyone.

Operations Directors do, however, suffer for their position: they are an adult. This may sound like a laughable setback, but given that the entire rest of the pilots are teenagers, this means that the pilots will often be in situations where it would be unreasonable for the Operations Director to be as well. For example: when the pilots are at school, what possible reason does the Operations Director have to be there? It is best if you do not come up with a halfassed answer to that, and accept that the Operations Director cannot just follow the pilots around.

However, this opens up the question of how to keep the player engaged. A popular solution is for the Operations Director to have a secondary character, or to take over NPCs as needed to control an ensemble cast. In the previous example of the pilots going to school, the Operations Director may have an alternate character as a simple, mundane classmate that hangs out with



the pilots. This character is little above an NPC, but allows the player to participate more often, as well as round out the cast of characters to support different areas of the game.

The GM should feel especially encouraged to let the Operations Director control NPCs that have some special purpose. The player might control a classmate that is, in actuality, an undercover Section 2 agent planted in the classroom off the record to provide a secret layer of defense while they are at school. This works even on a temporary basis, as the GM might very well ask the Operations Directors to control one or more unnamed Nerv security personnel whose goal it is to defend the pilots from a sudden Angelspawn attack. Once the pilots have been evacuated to safety, those security guards will likely never be seen again. But it will have made a memorable session for all involved.

So, to reiterate: The GM and the OD should work together closely, even as the GM provides challenges to the players.

"You WHAT with 10% of our R&D budget?"

"We had a bit of a surplus after our last engagement, so I ordered new materials to make EVA-Scale Alpine Navigation Tools-"

"Zarkev, you made giant goddamn skis, didn't you?"

"Yes, and they're-"

"When in the holy hell are they going to need skis, you moron?"

- Conversation between Operations Director Adrian Hertz and Dr. Joseph Zarkev. Recorded May 08, 2016

"SIR! We've got an Angel sighting in the Alps outside of Zurich, and they're requesting additional EVA support!"

"...Zarkev, wipe that damn smirk off your face this instant."

Command Bridge record, May 14th 2016

Conventional Forces and Support

The Evangelions, while the primary weapon to be fielded against the Angels, are by no means the only weapons in Nerv's arsenal. In addition to their Evangelions, the UN lends Nerv the aid of more conventional tank groups, aircraft and defensive structures. While none of these share the raw firepower or ability to kill Angels that defines the Eva, their assistance can be most helpful.

Because of the scale involved, Tanks, VTOLs, and Turrets are represented mechanically in an abstracted unit called a Mob which has a given Unit Power which represents both its size and cohesion. A Mob's total wounds is equal to its Unit Power and the maximum Unit Power of a Mob is the wound level. As an example: if a VTOL mob is reduced from 6 wounds to 3, the mob which was Unit Power 6 is reduced to Unit Power 3 due to the losses it has incurred.

At the beginning of each combat, the Operations Director may use their pool of Support (gained by means of the Requisition Support talent) to purchase Conventional Forces and Turrets to come into play during the battle. Unless otherwise stated, 1 Support increases the Unit Power of any given Mob by 1. If the Mob does not exist (also known as having a Unit Power of 0) spending 1 Support will create that Mob at Unit Power 1.

Multiple Mobs of the same type may not be in play at once. If such occurs, they are treated as a single mob making use of the Splinter order (described below).

All Mobs are considered to be of Average Size for the purposes of any penalties to hit and movement. Unless stated otherwise, no Mob may use any form of reaction (including Parry or Dodge). Mobs do not reduce damage taken using Toughness Bonus or Armor Points, and when reduced to 0 Wounds are destroyed.

Each round, the OD may give orders to a single Mob as a half action, or two Mobs as a full action. If a full action is used, both Mobs need not be given the same order. Such orders include the following:

Attack: The selected Mob attacks a designated target. Regardless of Mob size or Unit Power, each Mob only gets one attack per round (an abstraction of the hundreds of shots fired taking their toll on the Angel) with a damage and pen determined by the Unit Power of the Mob, and with a Range listed after their Speed. Such attacks are always assumed to have succeeded their roll to hit, and hit the Body location with 0 degrees of success. However, this is rarely an effective use of your time as Conventional Forces have no Breach, and thus lack the means to harm anything with a Deflection higher than 0. Conventional Forces may not Righteous Fury.

Move: The selected Mob moves a distance in dam up to their listed Speed. Often, OD's may simply designate a target location and order the Mob to move there. The Mob will then attempt to fulfill this order as best as they are able across multiple rounds.

Maneuver: The selected Mob uses a single special ability it possesses, often one granted by its current level of Unit Power.

Splinter: The Selected MOB splits into two groups, each with an amount of wounds determined by the OD. These two groups may be ordered to move independently of one another as part of the same Move order, but for all other purposes are treated as a single Mob of one Unit Power lower for the purpose to attacks and special abilities. However, if one group is attacked the most damage the Mob as a whole can sustain is the wounds assigned to that splinter group (unless, of course, both groups would be hit by the same attack). If one group is destroyed, the remaining group is treated as a single Mob with a Unit Power as normal for its wound allotment.

The Conventional Forces have the following stat lines based off of their Unit Power:

Hornet VTOL:

Speed: 20

Range: 10

Unit Power	Damage	Ability
1	1d5+1	---
2	1d5+2	Spotter
3	1d5+3	Dive Bomb
4	1d5+4	One More Pass
5+	1d5+5	Bombing Run

Spotter: As the Talent.

Dive Bomb: The VTOLs fly irritatingly close to the enemy in a series of distorting maneuvers, supplemented by the occasional missile or release of chaff. The enemy tests Intelligence or takes a -10 penalty to attack actions until the OD's next turn. The Mob takes 1 damage after using this Maneuver due to inevitable losses.

One More Pass: The VTOLs make use of high tensile cabling to tie up and, hopefully, trip up an enemy's feet or other such limbs. The enemy must test Strength or else be entangled, rendered unable to Move by physical means or Dodge. The Angel may make a free action Strength Test at the beginning of every one of its Turns to break free, and the effect immediately ends if the Angel takes damage from any source. The Mob takes 2 damage after using this Maneuver.

Bombing Run: The VTOLs gather together to deliver a special payload in a massive bombardment. Once per Battle, the OD may deliver a single Blast(5) attack that deals 1d10+4 X Damage; Pen 2 to a single location within 10 dam of this VTOL Mob.

Tank Battalion

Speed: 10

Range: 30

Unit Power	Damage	Ability
1	1d10+2	---
2	1d10+3	Depleted Plotonium Rounds
3	1d10+4	---
4	1d10+4	Underfoot
5+	1d10+5	Five Rounds Rapid

Depleted Plotonium Rounds: The tanks coordinate a bombardment on the enemy using specially-prepared rounds. While the rounds don't do any damage, they corrode the target area, weakening the enemy's defenses until the Angel regenerates the damage. For 1 round, the AP in all body areas of the Angel is cut by 2. This mob cannot fire or use any abilities for the next Turn.

Under Foot: The mob of tanks focuses on slowing down the enemy's movement instead of dealing damage at the sacrifice of men on the ground. Choose a number between 1 and the current Unit Power of this Mob. The enemy's physical movement is halved for that many rounds, but the Tank Mob also takes that much damage.

Five Rounds Rapid: The tanks fire all their guns at once in a barrage that prevents the Angel from performing any complex, quick movements. The Angel loses a Reaction for this turn. This mob cannot fire or use any abilities for the next 2 Turns.

Bumblebee VTOLs: These VTOLs are designed and built to transport heavy loads such as Evangelion-class weaponry quickly and efficiently. Lacking weapons, the Unit Power of a Bumblebee force determines what they can deliver or pickup within two rounds: One round to pick-up an item (if available at the location), one round to deliver it to the awaiting location or Evangelion.

While a Bumblebee is picking up/delivering, the Unit Power of the mob is reduced by the Unit Power needed to pick up the item in question.

	Unit Power	Carry Capacity
Bumblebee VTOL	1	Compact Weaponry, Entry Plug, Small Guard Plate, Spare Battery, Umbilical
Speed: 20	2	Basic Weaponry
Range: -	3	Heavy Weaponry
	4	Barrier Plate, Evangelion
	5+	Heavy Mounted Weaponry (1d5 rounds to mount)

Small Guard Plate: A piece of cover with an AP of 4, only covers the legs unless the Evangelion crouches down behind it.

Spare Battery: A smaller version of the MSS complete with Umbilical, this portable battery gives an additional 3 rounds to any Evangelion which plugs into it.

Firefly VTOLs: VTOLs specializing in the acquisition of a target's location and pinpointing it for the benefit of all others sharing the field of battle. Firefly VTOLs are outfitted with a markerlight that takes up most of its structure, removing the ability for it to carry weaponry.

	Unit Power	Ability
Firefly VTOL	1	Markerlight
Speed: 20	2	Magi Uplink
Range: -	3	Markerlight ((All Evangelions))
	4	Angel Tracker
	5+	+10 Bonus to MAGI roll

Markerlight: As the Ranged Weapon Upgrade. At Unit Power 1, this only benefits a single Evangelion as normal. At Unit Power 3 or higher, it instead benefits all friendly Evangelions on the field.

Magi Uplink: Even if not at the Base of Operations, you may roll on the MAGI table.

Angel Tracker: The VTOLs plant a high precision tracking device onto the Angel. Once the device is in place, all pilots and the OD know the exact location of the Angel at all times, even if it is in an extradimensional space.

Dragonfly VTOL:

Speed: 20

Range: 10

Unit Power	Damage	Ability
1	1d5+1	Countermeasures
2	1d5+1	Bakelite Drop
3	1d5+2	Improved Countermeasures
4	1d5+2	Bakelite Flood
5+	1d5+3	Quark Discharge

Countermeasures: The Mob may choose an adjacent ally and launch a massive cluster of flares and chaff. Any opponent attacking the targeted ally that round takes a -20 to BS. You may use this ability once per battle.

Bakelite Drop: Each Interception VTOL carries a pair of capsules filled with pressurized Bakelite, and may drop them onto a target on melee range. The enemy reduces its Weapon Skill and Agility by 10 as the Bakelite hardens and restricts their movement for a round, after which they break free and all penalties are removed. The Mob takes 1 damage after using this Maneuver.

Improved Countermeasures: As Countermeasures, but you may use it any number of times.

Bakelite Flood: As Bakelite Drop, but the Angel must Test Strength at the beginning of every one of its turns or the Bakelite remains in place. Additionally, further uses of Bakelite stack.

Quark Discharge: The VTOLs close in and drop a large number of radiation mines to disrupt the Angel's AT Field. However, the EMP is a killer. Choose a number between 1 and the current Unit Power of this Mob. The enemy's Deflection is reduced by that amount for 1 round, but the Dragonfly VTOL Mob also takes that much damage.



Playing without an OD

Playing without an Operations Director cuts out a support pillar for both the Game Master and the pilots. The Game master cannot rely upon the Operations Director to provide a strong center of authority and handle the resources of Nerv intelligently. The Pilots cannot count on the Operations Director to help them unravel the secrets of the campaign.

Adjusting your Story

Without an Operations Director, managing your player's interaction with the plot becomes more complicated. There are two ways to get the information to them: exposition and investigation. The pilots are in no position for investigation (and unless you want your 14 year old Prodigy to become Batman you should not wish otherwise) so that leaves exposition. Exposition can be clunky if delivered poorly, and worse yet can bore the players or make them feel like it has nothing to do with them. There are ways around that.

The best way to get information to the pilots without an OD is to have a sympathetic NPC investigate for them and keep them in the loop, at least partially. This should not so much be a private eye that works for the players as it is an independent agent that is investigating the situation and considers the pilots as allies. To use an example from the series, the same sort of role that Ryoji Kaji filled in the series, but more aligned with the pilots than Major Katsuragi.

However, this puts the focus of the investigation on the information provided to the players by their ally. This can quickly become tiresome, especially if the players feel that the information provided by the third party has little to do with them. Making this person an NPC they know well and trust, perhaps even featuring prominently in the backstory of one or more pilots, eases this issue. But it does not erase it.

As an alternative to providing information using allies, GMs that are set on a complex network of conspiracy in their games can use the potential enemies of the pilots themselves as the source of information. The pilots represent incredibly valuable resources in the endgame scenario of the campaign.

Even if some other Evangelion-Scale force exists to oppose them (such as Mass Produced Evangelions) any conspiracy in your games would do well to consider attempting to recruit one or more of your pilots to their side. This not only increases their resources, but reduces potential opposition. These recruitment attempts can easily serve as a lead-in to the pilots learning more about what is really going on. If there are dueling organizations that are important to your campaign, the party may even find its loyalties split as different pilots serve different masters.

Operating without Direction

To successfully play without an Operations Director from a mechanical standpoint, it is best to remove focus from certain mechanics and tactical options that relied on the presence of an Operations Director, and then split the load of what remains.

Without an Operations Director to command them, it is highly recommended that you remove Conventional Forces from your game and ignore the Defense Line stage of combat. Adeptus Evangelion is a GM-intensive game as it is without forcing the Game Master to take control of the Conventional Forces as well.

Similarly, after each battle it should be the Game Master that decides where Surplus and Research are awarded. In this way the Game Master can ensure that certain technologies and equipment are picked to better enable the players to serve in encounters he has planned, or deny them options he feels are out of theme for his campaign.

Operations Directors, however, normally serve a major tactical support role in combat, and with them gone the talents they often use are likely to be sorely missed. Some Game Masters may choose to mitigate this deficiency by employing a Team Leader character.

Team Leader

A Team Leader is, in many ways, an “Operations Director-lite”. They are a pilot character who serves at a higher rank than the other characters, and is in a position of authority to command them in the field. This character, however, is far below the position of a true Operations Director, and only has authority over the other pilots and not any other Nerv staff of any kind.

The Team Leader has the unique opportunity to purchase a select few Operations Director talents, listed below.

The character may purchase these talents at the listed ranks, at the cost of the listed experience, in addition to the talents and skills normally available through their career.

Under no circumstances may a group have more than one Team Leader, nor a Team Leader and an Operations Director at the same time. It is up to the GM which character is the Team Leader, though for story reasons a Prodigy Team Leader would be highly suspect.

Team Leader Asset

Rank 1 Advances	Cost
Remote Care	200
Tactical Genius	200

Rank 2 Advances	Cost
Cut Synch	200
Death Before Dishonor	200

Rank 3 Advances	Cost
Absolute Order	300
Precision Targeting	200

Rank 4 Advances	Cost
IOU (R&D)	200
IOU (Military)	200

Rank 5 Advances	Cost
Surefire Ejection	100
You Owe Me	200

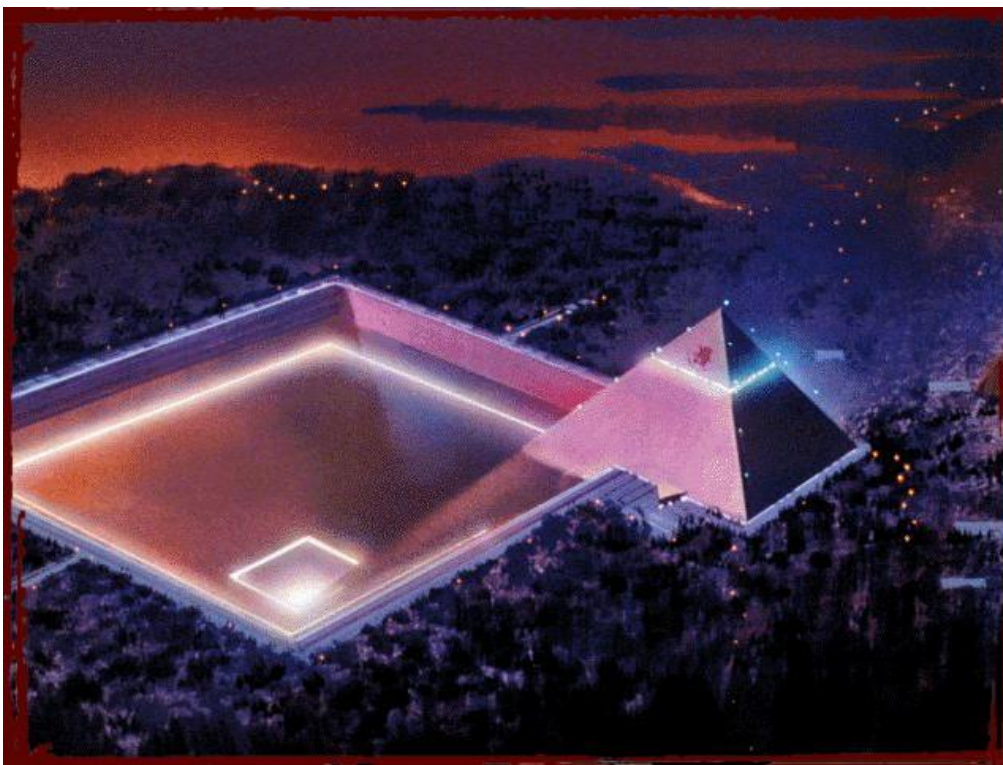
Rank 6 Advances	Cost
N2 Strike	200

BASE OF OPERATIONS



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BASE OF OPERATIONS



What you are defending from an Angel attack is your Base of Operations. Be it a fortified city, a military installation, the last best hope for humanity or even just the place you call home, your Base of Operations is from where your Evangelions sortie and where the Angels seem determined to strike.

In the Evangelion series, the Base of Operations is Tokyo-3. Tokyo-3 is a fortified city built above a massive underground Geofront containing a secret installation holding Lilith (and later, Adam as well). This is a very specific Base of Operations, and not the only one possible.

This chapter is dedicated to the creation of a campaign's Base of Operations, from choosing where it will be to designing the people who feature prominently in it. In most games of Adeptus Evangelion the Base of Operations is going to be in a set location, though certain alternatives do exist. The Base of Operations in an area that must be defended at all costs, and the Evangelions are the only tool fit to do so. As such, the pilots will rarely have a chance to leave the Base of Operations in a typical campaign, aside from engaging an Angel in the field. It is important to make sure that the Base of Operations is set up to provide an interesting primary setting for the bulk of your campaign, and that it appeals to the players and GM equally.

Example Bases of Operation

The Base of Operations for your characters is unlikely to change over the course of your campaign, so choose it wisely. While you can change your Base of Operations to suit what kind of campaign you want to run, in *Adeptus Evangelion* your Base of Operations is assumed to be the Geofront.

Geofront (Nerv HQ)

A spherical cavern protected by 22 layers of armored bulkheads, the Geofront is located under a fortified city and contains the Nerv headquarters. In reality, the Geofront is a massive hollow sphere, used as the vessel of either Adam or Lilith, of which only the very top portion has been colonized. Given its nature as a vessel for Adam or Lilith, it is very likely that whichever being that the Geofront belonged to still lies dormant within it, and that being is the thing you must protect from the Angels at all costs. If the Angels reach it, Third Impact is assured.

The Geofront, while your technical Base of Operations, need not be a specific geographic location. The following canonical installations may be used as a cover for your Geofront, thereby becoming Nerv HQ.

Nerv-00

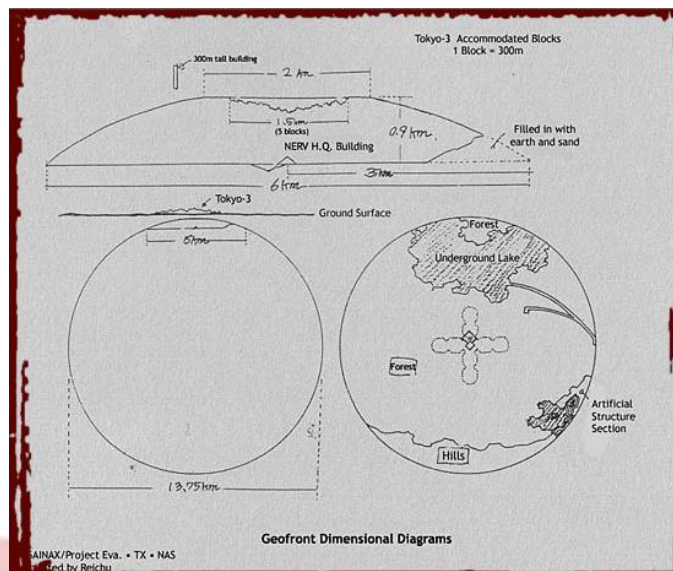
Nerv-00 is Tokyo-3, the location of the Geofront in the series *Neon Genesis Evangelion*. Tokyo-3 is located in Southern Japan, and is noted for being the site of the original Magi Supercomputer system. In addition to the standard support structures of a Base of Operations, Tokyo-3 has been designed to reduce collateral damage as much as possible. Tokyo-3 begins play with the "Recessive Buildings" upgrade already purchased.

Nerv-01

Nerv-01 is the first North American branch of Nerv located in Boston, Massachusetts. It holds one of the Magi supercomputers, and incorporates the former MIT facilities. The First Branch is the dedicated research powerhouse of the Nerv organization, and at the beginning of the campaign the players are awarded 20 Research which must be spent before play can begin.

Nerv-02

Nerv-02 is the second North American branch of Nerv. It is located somewhere in the Nevada Desert, possibly at Area 51 or a post-Second Impact branch of the Sandia Laboratories. Nerv-02 is notable for its research into the development of new Evangelion technology, notably the S2 engine. It can be assumed to possess a Magi system. As a military installation, Nerv-02 receives 10 Surplus to spend on turrets before play begins at the start of the campaign. Any of this Surplus unspent at the time of the first Angel attack is lost.



Nerv-03

Nerv-03 (also known simply as "Nerv-Germany") is the branch of Nerv located in Germany. Its location is never specified in the series, but there are two Magi computers in Hamburg and Berlin. Either city (or with some imagination concerning the size of the Geofront, both) could be your Base of Operations.

The primary difference between the two is function. The Nerv Facility in Hamburg is designed as a construction facility for Evangelion combat-models, and may use their large supply of spare parts and equipment to reduce the Collateral Damage caused by a defeated Evangelion by 2. Similarly, The Berlin facility is designed as an Evangelion scale weapons production facility, and as such all Pilots stationed there receive a free Weapon Upgrade Point at the beginning of the campaign.

Exotic Operations

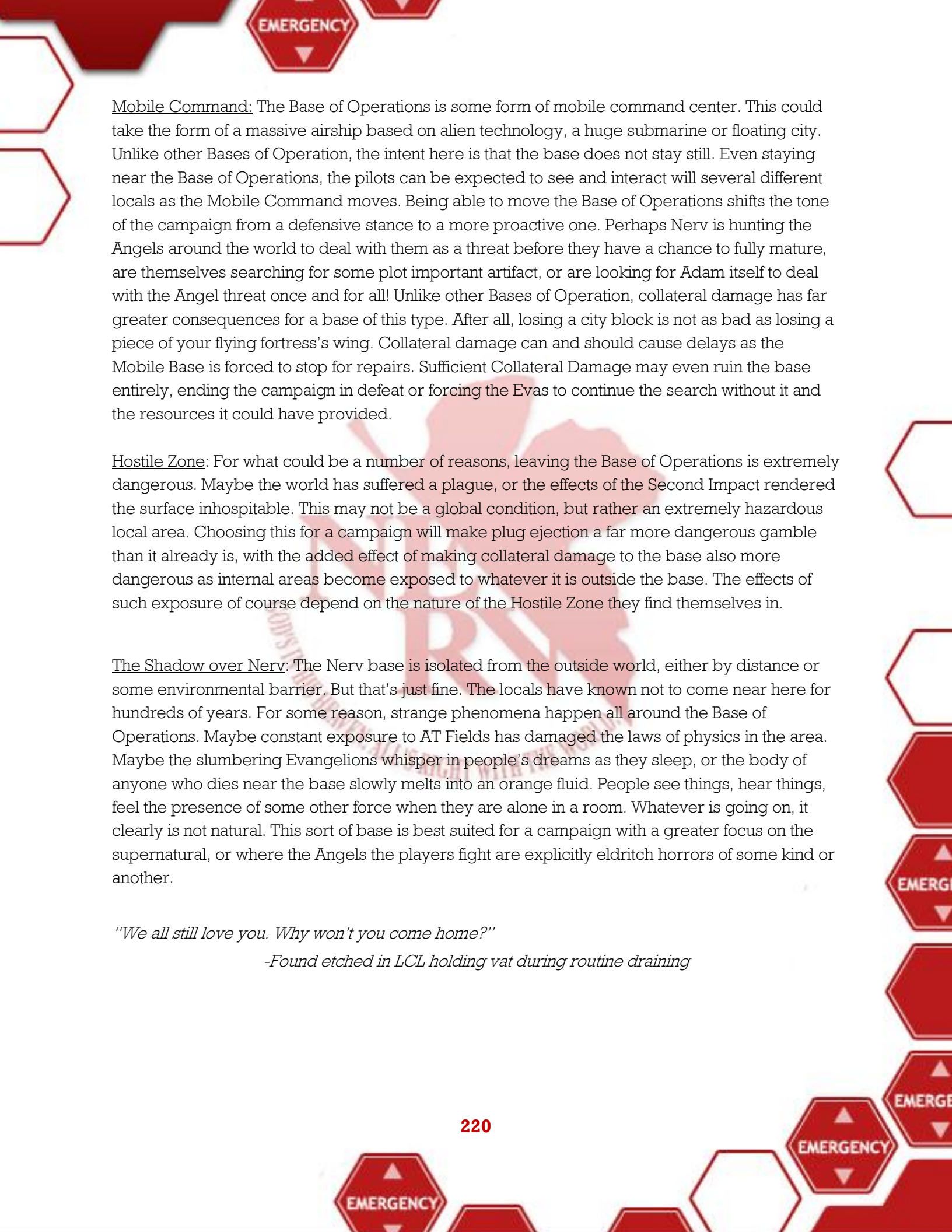
The Geofront is a staple of the Evangelion setting, but it is by no means necessary for your campaign. There need not be a massive cavern beneath a fortress city for the Evangelions to deploy from. You need not restrict yourself to the locations listed above for placing your Nerv Headquarters. The only true requirement for your Base of Operations is that it have the basic facilities for maintaining and deploying Evangelions (without which your pilots will quickly find themselves useless).

To build a base of your own, the first step is to determine the location of the Base of Operations. The location to have your base is probably one of the more important story based properties when it comes to base design. The location will create a certain expectation for the campaign, based on the culture and language of the area surrounding the base. For example, being told that a game will take place in New Orleans will create a completely different expectation than Paris, France. Each of those are locations steeped in their own history and culture, and a player would not assume that those two are totally interchangeable for your campaign.

Given the impact of location on the tone and feel of your game, unless you have a specific location already firmly fixed in mind for story or mythology reasons it is recommended that you, as the GM, work with the players to decide the location of your base.

Once a location has been chosen, you may choose to apply a special property to the base from the list below. These special properties are all linked to different thematic attributes of the Base of Operations that are likely to play a major role in your campaign. You are by no means required to use one, though doing so is likely to add that extra flair to the place your pilots call home.

Naval Base: The majority of planet Earth is covered in water, and Nerv was not so fortunate as to have the hidden treasure they need to protect be found on land. The Base of Operations is in, or very close to, the sea. This could be a Fortress City on the shore, a base that takes up an entire island to itself, or even a massive installation located on the floor of the ocean. Because of this property, the majority of Angels in this campaign should be expected to be aquatic in nature or otherwise engaged at sea. As such, Evangelions likely start with C-Type equipment by default in this campaign, rather than B-Type.



Mobile Command: The Base of Operations is some form of mobile command center. This could take the form of a massive airship based on alien technology, a huge submarine or floating city. Unlike other Bases of Operation, the intent here is that the base does not stay still. Even staying near the Base of Operations, the pilots can be expected to see and interact with several different locals as the Mobile Command moves. Being able to move the Base of Operations shifts the tone of the campaign from a defensive stance to a more proactive one. Perhaps Nerv is hunting the Angels around the world to deal with them as a threat before they have a chance to fully mature, are themselves searching for some plot important artifact, or are looking for Adam itself to deal with the Angel threat once and for all! Unlike other Bases of Operation, collateral damage has far greater consequences for a base of this type. After all, losing a city block is not as bad as losing a piece of your flying fortress's wing. Collateral damage can and should cause delays as the Mobile Base is forced to stop for repairs. Sufficient Collateral Damage may even ruin the base entirely, ending the campaign in defeat or forcing the Evas to continue the search without it and the resources it could have provided.

Hostile Zone: For what could be a number of reasons, leaving the Base of Operations is extremely dangerous. Maybe the world has suffered a plague, or the effects of the Second Impact rendered the surface inhospitable. This may not be a global condition, but rather an extremely hazardous local area. Choosing this for a campaign will make plug ejection a far more dangerous gamble than it already is, with the added effect of making collateral damage to the base also more dangerous as internal areas become exposed to whatever it is outside the base. The effects of such exposure of course depend on the nature of the Hostile Zone they find themselves in.

The Shadow over Nerv: The Nerv base is isolated from the outside world, either by distance or some environmental barrier. But that's just fine. The locals have known not to come near here for hundreds of years. For some reason, strange phenomena happen all around the Base of Operations. Maybe constant exposure to AT Fields has damaged the laws of physics in the area. Maybe the slumbering Evangelions whisper in people's dreams as they sleep, or the body of anyone who dies near the base slowly melts into an orange fluid. People see things, hear things, feel the presence of some other force when they are alone in a room. Whatever is going on, it clearly is not natural. This sort of base is best suited for a campaign with a greater focus on the supernatural, or where the Angels the players fight are explicitly eldritch horrors of some kind or another.

"We all still love you. Why won't you come home?"

-Found etched in LCL holding vat during routine draining

Starting Resources

There are certain resources that a Nerv base is assumed to have access to, even at the beginning of the campaign and regardless of what kind of base it is. These resources provide logistical support to Nerv and their weapon of choice, the Evangelions.

The Base of Operation Starting Resources include:

- ✦ One (1) Pallet Gun, Progressive Knife, and Wing Loadout (Storage) upgrade for each Evangelion.
- ✦ A Magi Supercomputer system.
- ✦ One (1) Prototype and one (1) Test-Type of C, D and E Type Equipment.
- ✦ One Evangelion Carrier Plane for each Evangelion.
- ✦ One Mobile Support Structure and Support Drop for each Evangelion.
- ✦ Three (3) Launch Ports, six (6) Umbilical Ports, four (4) Support Caches and one (1) Embarkation Point for the Base of Operations.

A more in depth description of certain Nerv Resources is as follows:

Evangelion Carrier Plane

WS	BS	S	T	Ag	Int	Per	WP	Fel
00	00	0	0	20	30	20	20	20

Nerv Carrier Plane Body			
Location	% to Hit	AP	Wounds
Carrier Plane	01-00	2	8

Movement: As the Plot demands

Skills: None

Talents: None

Traits: Vehicle*, Flyer (4)

***Vehicle:** The Evangelion Carrier Plane is destroyed once it reaches 0 wounds.

Weapons: None.

The Nerv Evangelion Carrier plane is a black aircraft designed for the transportation and deployment of Evangelions. Understandably, such planes are enormous, and cannot land or take off without a runway and plenty of room. Due to their size, such planes are somewhat slower and less agile than smaller, more combat oriented aircraft, and have to land to refuel every few hours.

Evangelions transported in this manner are left mostly exposed, slotted into the back of the plane by its upper body and released mid-flight, plummeting to the ground below. However, the Carrier Plane's pilots are trained to release the Evangelions only over acceptable terrain and within a relative safe distance from the ground, incurring no damage due to the Eva's natural resilience and certain low-yield shock absorbers built into the Eva's legs.

If the Evangelion is specifically released at extreme heights, or is released under special circumstances (such as if the Plane has been destroyed or is in the process of crashing), falling damage may apply.

Mobile Support Structure (MSS)

Mobile Support Structure Body			
Location	% to Hit	AP	Wounds
MSS	01-00	1	2

WS	BS	S	T	Ag	Int	Per	WP	Fel
00	00	0	0	10	30	20	20	20

Movement: 2/4/6/12

Skills: None

Talents: None

Traits: Vehicle*

***Vehicle:** The MSS is destroyed once it reaches 0 wounds.

Weapons: None.

The Nerv Mobile Support Structure is effectively a small building on wheels, the majority of its bulk housing a large advanced battery. On the top of this structure is an Umbilical Port with 40 dam of Cable connected to the battery within. This structure is usually fielded ahead of the Evangelions and left in preparation for their later arrival. However, if the operation demands it, drivers with balls of steel may be ordered to stay put and drive the MSS during the battle to better support the Evangelions during a dynamic moving battle. However, this is not standard procedure.

The battery that the MSS is built around, while storing a truly tremendous amount of power by pre-Impact standards, could never provide as much power as the city power grid that the Evangelions usually draw power from. Each MSS has enough power to provide an Evangelion with 5 rounds of power before the Eva begins to draw upon its own internal batteries. Otherwise, if an inactive Evangelion is plugged in, a single MSS is capable of keeping an Evangelion powered up and ready to activate at a moment's notice for a period of roughly 10 hours.

If an MSS comes across a powered down Evangelion, the MSS crew may plug the Umbilical into the Eva themselves as a full round action, recharging its internal battery and activating it.

Support Drop

The Nerv Support Drop is a small emergency version of the MSS designed to be airdropped into situations either too dangerous for an MSS or where an MSS would arrive too late. Carried by a specially designed VTOL, the Support Drop itself is a roughly pill-shaped reinforced capsule with an internal gyroscope and weight distribution designed to ensure that it lands correctly. Upon hitting the ground, explosive bolts fire, causing the outer casing to fall away from the top, revealing a plug designed to be inserted into the same hole as an Umbilical Cable. Roughly the same size as an Umbilical Cable plug, the Support Drop may be used by any Evangelion to partially recharge its internal batteries, giving it an additional operating time of three rounds. Pilots may request such a drop when away from the Base of Operations if such support craft are available, and the Support Drop arrives 1 round later nearby. If dropped into a developed area, there is a 50% chance that the falling Support drop crushes something of value, inflicting 1 point of Collateral Damage.

Additional resources (such as missile batteries or other structures) may be included for the Base of Operations at the GM's discretion.

THE MAGI SUPERCOMPUTERS

The Magi Supercomputer System is the most advanced supercomputer design to date. Each system is made up of three separate Supercomputers, and at the core of each of the three is a vat-grown human brain that serves as a part of the machine's CPU. Using an advanced Personality Transplant Operating System, each of the three machines is imprinted with a different analytical style and perspective. This grants each of the Magi not only the supercomputing power of a machine, but the ability to reason and develop a course of action all on its own, though numerous safeguards exist to prevent even one of the Magi from taking any course of action that has not been approved by its human operators.

In the series, the Magi of the Tokyo-3 facility are the first Magi Supercomputer system ever developed, and the Personality Transfer OS used the thought patterns of its creator in three different functions: herself as a Scientist, herself as a Mother, and herself as a Woman. These Magi were named Melchior, Balthasar and Caspar, respectively.

While fans of the series may decide to keep this setup for their own games, it is not required. Names for the Magi may be given as the GM wishes (so long as they remain consistent) and such setups for the Personality Transfer OS may change as well, such as using the minds of different people (instead of different aspects of the same person) for different machines.

Whatever the setup, each branch of Nerv is guaranteed to have one Magi Supercomputer System. While it is used frequently in the background to handle many of Nerv's systems, both the players and the GM may make use of the Magi as both a resource and as a plot device. Benevolent GMs may use the Magi as a means of providing information to the players, or flash a warning message about the poor choice of their current plan of action. Groups with an Operations Director should be encouraged to make use of the Magi as a consultant for their plans, though difficult problems can take some time to compute.

Placing the Structures

If you intend to keep an accurate depiction of where Evangelions stand and how far away they are from an umbilical port, a map is a very helpful tool, especially for when it comes to placing the structures in the base. It is highly recommended that a map of some form is created and shared with the Operations Director. Whether it is the GM or the Operations Director who place the base structures (Launch Ports, Umbilical Ports, Support Caches, and Embarkation Point) it is best to keep in mind that launch ports, support caches, and umbilical ports all have umbilical cables, so it is best to spread them out to allow for a larger area that Evangelions can travel with power and allow for a more easily defended base. When placing launch ports, it is best to realize that by placing launch ports close together, it will cause pilots to take longer to engage Angels in certain directions. By placing launch ports farther apart, it increases the chance of running into scenarios in which a single Eva will be facing off against an Angel for a number of turns. Though, if the distance between launch ports is too great, nothing prevents you from deploying all Evangelions to a single launch port at a rate of one per turn.

THE COMMAND DECK

Serving as the heart of Nerv HQ, the command deck is the heavily-defended bunker from which the Operations Director does their directing of operations. This room may be set up however the GM deems appropriate, but it should have a fair amount of detail put into it. This is where the Operations Director is supposed to shine, and if they feel as if their character has no place to be during a battle their roleplaying experience will suffer for it.

The Command Deck must be the funnel through which all information and commands pass. Most of these will be the Operations Director's problem, though in rare instances the Nerv Commander might interject an observation or order.

The Command Deck will be a storm of activity during even a minor battle. Thankfully, the Operations Director need not handle everything personally. Immediately subordinate to the Operations Director is a small command team of officers (numbering three in the series) who act as the hands and feet of the Director, monitoring the battlefield and making sure that the orders given by the Operations Director reach those that need to hear them.

These command staff, even if not given intricate backstories, should at least be considered minor NPCs in their own right. In addition to this command staff, during each battle a liaison from the Nerv Science team should be available for comment, though the Magi Supercomputer may choose to pass information to a member of the command staff directly.

The Crew

Every Base of Operations would not be able to run without a massive number of employees to keep it working. Although the majority of these NPCs will be faceless people in jumpsuits running for their lives when the apocalypse comes, there are some that require a much more in depth look.


Base Commander

"To the common masses our struggle is a fight, a war. A battle fought with sinew and muscle, with bullet, blade, and bomb, with tank and warship. But those of us high enough realize this is a conflict of will! A struggle of metaphysical dimension. The future of Mankind is our battleground.

The very existence of the human race is the prize for victory. Our morality is the sacrifice we make to win that victory."

- Dr. Amber Dickenson, speaking at the unveiling of Evangelion Unit 00.





The Operations Director may outrank the pilots in Nerv's command hierarchy, but they are far from the top of the food chain. The role of Nerv's apex predator belongs to the Nerv Commander. Often dealing on a logistical scale an order of magnitude above the concerns of the pilots, the Commander will rarely interact directly with the pilots. Should the Commander feel the need to intervene in the player's affairs, it is usually a clear sign that they have screwed up or that a more important game is afoot.

The Nerv Commander is, by definition, the sole individual in control of the most important organization in human history. They did not get that position by random happenstance. While your representation of a Nerv Commander might be more personable than the example set by the series, each Commander is assumed to be very good at what they do and more than capable of being ruthless when the need arises. In many ways, the position of Nerv Commander is the Adeptus Evangelion equivalent of an Inquisitor in Dark Heresy.

The Commander of Nerv is unlikely to directly involve themselves in the affairs of the pilots unless things have already spiraled out of control and become a large enough problem to concern them. Such instances include if the Evangelions are defeated or on the verge of defeat, in which case a Commander is likely to order an N2 mine strike on the Angel to incapacitate it long enough for the players to regroup and strike again. If an Operation's Director has overstepped their bounds and caused incredible damage as a result, they are similarly likely to receive a reprimand from the Commander.

Outside of these actions of necessity, there should be no 'wasted' scenes with the Nerv Commander, and most of their actions should be plot relevant if such a plot exists.

As a precedent set by the series, it is not uncommon for the Nerv Commander to leave Nerv HQ to oversee important missions or meet with foreign powers. The purpose of such activities is entirely up to the GM.

Vice-Commander

Depending on what kind of person you intend your Commander to be, GMs are recommended to supplement their commander NPC with an additional NPC to serve as their right hand man. This second in command should provide an opposite to the Commander, a 'good cop' to the Commander's 'bad cop' or vice versa. Working together as such, the Commander and his second together may provide someone to chew out the players when necessary and laud them should they ever deserve it.

Because of the nature of the Vice-Commander, many GMs will design the character to be strictly a foil for the Commander rather than a fully fleshed out character. This should be avoided. The Vice-Commander should serve as an important NPC in their own right, either as the firm right hand of the Base Commander or as a valuable ally in foiling the plans of your mutual enemies.

Head of Research & Development

The Head of Research & Development will not be as visible as the Commander or Vice-Commander, but does have a role that will be brought up from time to time. The Head of Research and Development stands at an equal rank to the Operations Director, and should serve as a valuable support role to the Operations Director or the pilots. The Head of Research and Development will be the one in charge of designing or deploying any special equipment, interpreting the arcane analysis of the Magi Supercomputers, and serves as a convenient mouthpiece for the GM to use to explain to the players certain unique conditions of a strange and exotic Angel or AT Field effect.

Bridge Crew

The Bridge Crew (known colloquially as "bridge bunnies") are the people who work on the command deck. They provide the face of the rank and file of Nerv, and will feature prominently in every battle. It is highly recommended that your campaign includes a handful of named NPCs who each have their own specialized field (such as military liaison, lead analyst, or Evangelion monitor). Their reports are the tools that you may use to feed information to the pilots, and they should each have a personality of their own. If you have an Operations Director player this is doubly important, as the Bridge Crew represents a pool of NPCs that the Operations Director is expected to work with closely in every major engagement.

Buried Treasure

At the bottommost layer of your Base of Operations, locked behind every last defense that mankind could muster, is something that the Angels desperately want to get to. What this is can vary wildly from campaign to campaign. It could be something the Angels hold dear and want returned to them, or something that Angels will stop at nothing to destroy. While the existence and nature of what they are protecting CAN be common knowledge, it is just as likely to be a closely guarded secret.

In the series, all that the rank and file of Nerv knew was that no Angel could be allowed into Terminal Dogma. Your campaign is likely the same. But really, it is up to the GM what is down there.

Managing the Base

The Base of Operations is vast and costs billions, if not trillions, of dollars to maintain. There is not a lot that the characters can do to change it... unless they are the Operations Director. The Operations Director is responsible for planning the defensive campaign against the Angels, which is the overall purpose of the Base of Operations in the first place. As such, the Operations Director can have a lot of control over the deployment of strategic resources. This includes the assignment of Research and Surplus [after a Battle](#).

Research

"The harnessing of antimatter as a potential energy source is the most significant scientific development since electricity. Twenty times more efficient than nuclear fusion, it is not only the most efficient fuel available but the most efficient fuel physically possible. The true potential of this advance will not be uncovered for centuries of dedicated research.

And, naturally, the first thing they ask me to do with it is stick it in a bullet so they can shoot things with it."

- Dr. Joseph Zarkev – Evangelion equipment engineer

By spending Research, Players can develop new technologies to unlock new upgrades for their Evangelions. Not all of the funding for a new technology need be spent on it at once, and new funding for a technology stacks with all previous funding spent on researching that technology. Multiple Technologies may be in development simultaneously.

Scientific Advancement

As new Evangelion weapons are developed, Nerv expands the frontiers of human knowledge. High energy weapons require a host of additional superconductor, optical, and electromagnetic advances. Powerful new machines require advanced metallurgic compounds. Eventually, these little advances on the side add up, and on their own open up new possibilities.

As you spend Research to develop new technologies, keep a tally of the sum of all of the research you have spent to date, regardless of where that Research has been allocated. Once enough total research has been spent, there is a major breakthrough in the scientific community, unlocking new applications of all technologies.

- ☛ Once 60 Research in total has been spent, the players unlock Research Tier 2.
- ☛ Once 180 Research in total has been spent, the players unlock Research Tier 3.

Technologies

Ablative Technology	---	Unlock Ablative Armor equipment.	50 Research
N2 Shell Technology	---	Unlock HE Bolt Weapons.	50 Research
Heavy Progressive Technology	---	Unlock Progressive Weapons.	30 Research
Tesla Technology	---	Unlock Tesla Weapons.	30 Research
Chain Technology	---	Unlock Chain Weapons	30 Research
Polythermic Technology	---	Unlock Polythermic Weapons	30 Research
Maser Technology	---	Unlock Maser Weapons.	30 Research
Positron Technology	---	Unlock Positron Weapons.	50 Research

Possible Research Projects include:

Ablative Technology

Cost: 50 Research

Ablative Armor is made of specially designed composite materials that are not especially strong and under stress dissolve almost instantly. While this sounds like an incredibly poor material to make armor out of, by destroying itself the Ablative material absorbs and negates all of the force or energy from an attack. When the Ablative Armor itself is destroyed, what it was put in place to protect is completely unharmed. What makes this especially useful is that the force of the attack that destroys the Ablative Plate doesn't matter. An Ablative Plate can absorb an armor piercing high powered beam of energy just as easily as it can absorb a small missile.

Once fully researched, Ablative Technology allows the purchase of Ablative Structural upgrades.

Chain Technology

Cost: 30 Research

Replacing the edge of a cutting weapon with a spinning chain is almost laughably crude and deceptively simple in its execution. But, like many supposedly simple concepts, it becomes much harder to implement at the scale of Evangelions. Not only does the chain itself (a series of diamond-tipped progressive bits held together by a titanium chain) require its own extensive research and development, but the level of gore coating the mechanism with each successful hit can soon render the whole weapon inoperable. The powerful, high-speed incineration and sonic cleansing equipment inside the weapon keeps the chain as clean as possible for maximum efficiency, and also requires most of the time spent researching this technology.

Once fully researched, Chain Technology allows the purchase of the Chain trait for melee weapons.

Heavy Progressive Technology

Cost: 30 Research

A marvel of engineering, a 'progressive' design is effectively a high-frequency vibrating edge. The constant oscillation of the edge has a rapid chipping effect much like a jackhammer, but dozens of times a second. Indeed, this motion is so fast that the friction with the air often causes the surface of the weapon to become white hot when active.

Progressive weapons have been successfully prototyped by the popular Progressive Knife that all Evangelions are outfitted with, but additional research is needed to apply this same technology to larger weapons of a more varied design.

Once fully researched, Heavy Progressive Technology allows the application of Progressive Technology to generic weapons.

N2 Shell Technology

Cost: 50 Research

N2 Shells are a simple application of high science. Each N2 Shell is an armor piercing rocket propelled grenade. While such a thing is not particularly advanced, the N2 Shell takes it one step further by making the warhead a self-contained positron charge surrounded by explosive polymer. In short, in addition to the strength of a normal explosion is a small anti-matter reaction. While not the focused destructive force that a full positron weapon uses to breach an A.T. Field, the anti-matter reaction is enough to cause an Angel serious harm on a direct hit.

However, creating a weapon to fire this incredibly heavy projectile is even more difficult than creating the N2 Shells in the first place.

Once fully researched, N2 Shell Technology allows the purchase of N2 Shell weapons.

Maser Technology

Cost: 30 Research

A maser is a device that produces coherent electromagnetic waves through amplification due to stimulated emission. Historically the term came from the acronym "**M**icrowave **A**mplification by **S**timulated **E**mission of **R**adiation", although modern masers emit over a broad portion of the electromagnetic spectrum. Many modern masers are widely mistaken for being lasers, a similar concept made popular by Pre-Second Impact Science Fiction.

Maser weaponry is on par with solid projectiles for destructive potential, however it often far exceeds solid projectiles in terms of range. In addition, the lack of recoil combined with proper cooling mechanisms make creating rapid fire Masers simple, even in the early prototype stages. The advanced battery technology that keeps an Evangelion operating is more than capable of providing power for the relatively energy-efficient Maser weapon.


Once fully researched, Maser Technology allows the purchase of Maser Weapons.

Polythermic Technology

Cost: 30 Research

Like many other such projects, the 'Polythermic' weapon was designed to be the go-to in anti-Angel firepower. In theory, it would breach the enemy AT Field by soaking in ambient energy on all wavelengths, effectively lowering the strength of the AT Field directly in front of the attack. Original designs proved to be unfeasible, as no internal battery proved to be able to hold that much power without overheating and exploding. The project then moved over to making a weapon designed to overheat (but not explode).

The "Polythermic Spear" featured this same technology, designed to be launched from a crude Railgun. The length of the spear soaked in energy, and rather than storing that power used it to superheat the tip of the weapon. Results were lackluster. The spear weighed too much to fire very far, and the very same energy-soaking ability of the projectile caused the Railgun to discharge unevenly, resulting in crippling inaccuracy. Effectiveness varied based on environmental conditions, including a sudden exothermic spike if the weapon were in a high-



energy area, such as close to a fire. Worse yet, the weapon still lacked the ability to convert enough energy in the instant of contact to breach anything but the most token of AT fields.

The Polythermic Weapon project was scrapped, though a successor project that attempted to utilize the same technology ended up producing the ammunition that is used in the modern Heavy Railgun. Not enough to do the job on its own, Polythermic weapons are rather effective in the hands of an Eva.

Once fully researched, Polythermic Technology allows the purchase of the Polythermic trait for melee weapons

Positron Technology

Cost: 50 Research

The Positron is the antimatter counterpart of the electron. The positron has an electric charge of +1, a spin of $\frac{1}{2}$, and the same mass as an electron. When a low-energy positron collides with a low-energy electron, annihilation occurs, resulting in the production of two or more gamma ray photons. The existence of positrons was first postulated in 1928 by Paul Dirac as a consequence of the Dirac equation.

Positron weapons fire a thin but dense beam of positrons with an ablative layer of ionized air around the beam to slow its loss of energy. This beam of energy is dense and powerful enough that it can even punch through the defensive bubble of an A.T. Field. However, much of the beam's energy is lost immediately after leaving the projector, and without a massive amount of starting energy a positron beam can prove ineffective against an Angel.

Once fully researched, Positron Technology allows the purchase of Positron Weapons.

Tesla Technology

Cost: 30 Research

The Evangelions themselves lack the internal power reserves to run for more than 5 minutes, and while there is plenty of room for a form of reactor the chances of it being damaged during a battle are too likely and the result too terrible. For this reason, the Evangelions are powered by their almost signature Umbilical Cables. However, even these cables were no easy solution, requiring the means to mass produce high-energy superconductive material. Repurposed, this same technology has another use: the delivery of a similar amount of power through surface conduction coils, releasing a nasty electric charge to anything unfortunate enough to be on the receiving end.

Once fully researched, Tesla Technology allows the purchase of the Tesla trait for melee weapons.



The Rest of the Surplus

After Collateral Damage has been addressed, remaining funds are treated as Surplus. After Surplus from a battle has been determined, it may be spent on buying new equipment or constructing new structures in or around the Base of Operations.

Spending Surplus			
Name	Prerequisite	Effect	Surplus
A-Type Equipment	---	Equip an Evangelion for flight.	10
C-Type Equipment	---	Equip an Evangelion for deployment underwater.	10
D-Type Equipment	---	Equip an Evangelion for deployment in hazardous environments.	15
Construction (Support Structures)			
Umbilical Port	---	Place a new Umbilical Port in the Base of Operations.	2
Support Cache	---	Place a new Support Cache in the Base of Operations.	4
Launch Port	---	Place a new Launch Port in the Base of Operations.	10
Embarkation Point	---	Place a new Embarkation Point in the Base of Operations.	15
Recessive Buildings	---	Reduce the risk of Collateral Damage in the Base of Operations.	20
Variable Terrain	---	Modify the landscape. Requires Recessive Buildings.	10
Containment Field	---	Trap the Angel in a rudimentary energy barrier.	10
Sonic Resonator	---	Harm a trapped Angel with a shearing effect. Requires Containment Barrier.	5
Flash Chamber	---	Flood a Containment Field with Positrons to weaken its Deflection.	5
Barrier Plate	---	Place a new Barrier Plate in the Base of Operations.	2
Entrapment System	---	Place a new Anti-Angel immobilization system in the Base of Operations.	10
Bakelite System	---	Place a new Bakelite System in the Base of Operations.	5
Construction (Turrets)			
Turret Bank	---	Place extra turrets around the base of Operations.	10
Missile Array	---	Supplement the Offensive firepower of the Base of Operations.	20
Rail Array	T2	Upgrade turrets in the Base of Operations to Railguns.	30
Laser Array	Maser Technology	Upgrade turrets in the Base of Operations to fire Masers.	40

Letter-Type Equipment

Letter-Type Equipment represents advanced loadouts for the Evangelions designed to prepare them for drastically different deployment environments. The Evangelions are equipped with B-Type Equipment by default, and within a matter of hours may be outfitted with any other set of Letter-Type Equipment currently in stock.

Each purchase of a set of Letter-Type Equipment gains a single set of this equipment only, which may be used by any of the Evangelions. In order to field all available Evangelions into nonstandard-environments, multiple sets of each equipment type must be purchased.

However, Nerv is not completely unprepared. The development of the Letter-Type Equipment has not happened all at once, and in fact development of some equipment types began before construction of the Evangelions themselves. Most forms of Letter-type Equipment contain entries on Prototype and Test Type versions of the Letter Type Equipment in question. Nerv is assumed to have access to 1 set of both the Prototype and Test Type version, which may be fielded should Nerv lack access to the fully developed versions of the equipment in sufficient quantity. However, these Prototype and Test Type versions are noticeably inferior to the fully developed version, though often still better than using the B-Type Equipment in that situation.

The available Letter-Type Equipment loadouts are described below:

A-Type

The A-Type Equipment represents a dead end in the development of the early Evangelions. With time to spare before the arrival of the Angels, optimistic science and engineering teams were convinced that the S2 Engine would be safely developed, tested and installed by the time of the first Angel attack. With this assumption about the Evangelion's operating time, original Evangelion designs were based around extended long distance self-deployment to engage and destroy the Angels wherever they chose to appear. To this end, the original Evangelion armor prototypes were outfitted with removable thrusters and jump jets for the purpose of long distance travel. Obviously, power supply issues forced this branch of development to be scrapped. However, for shorter distance trips the technology still works.

Unlike most other types of equipment which are designed to be an extension of the Eva's armor, the A-Type Equipment is designed to be a replacement, specifically one with significantly lighter armor. While the A-Type equipment is in use, armor for all areas is treated as 2 lower. You may take off as a half action, moving 20 dam in a direction of your choice. In addition, you may choose to spend an extra rounds worth of power whenever you are in the air (at least 5 dam off the ground) to gain the Flyer (AB) trait until you land. However, for each turn that you have Flyer active you exhaust an extra round off of your power supply.

While the A-Type Equipment is poorly suited for long term propelled flight, it is well built for gliding. If deployed in the air from a Nerv Evangelion Carrier plane (or otherwise is at least 50 dam in the air), the Eva may activate the A-Type equipment and sustain flight for an extended period of time. In order to sustain this flight, they must expend a single rounds worth of power every 10 kilometers. After all fuel has been expended, they glide an additional 1d5+5 kilometers and then crash, taking falling damage as appropriate.

B-Type

The B-Type equipment is the second generation of intended Evangelion restraining armor, and is the Type most commonly associated with the Evangelion. Designed to act as both protection for the Evangelion and its pilot, as well as proper restraint so that the Evangelion can be piloted at all, the B-Type equipment is reasonably functional in terms of mobility as well as ability to protect the user in both ranged and close quarters combat. Simply put, this is the standard, unmodified Evangelion equipment.

C-Type

The C-Type Equipment represents the first example of Nerv's intention to engage and destroy the Angels wherever they might appear. While the standard B-Type equipment is capable of supporting the life of the Evangelion when completely submerged in water, it is not designed for underwater movement, much less combat.

The C-Type equipment fits as a cover for the rest of the Evangelion, adding to its armor in most places and increasing its armor by 1 for all Body Locations. However, this is not to be taken as a free protective upgrade. If used on land, the Evangelion suffers a -20 to Weapon Skill, Ballistic Skill and Agility. However, it is designed to work well in water, and the Evangelion suffers no penalties from moving underwater.

The C-type equipment, in addition to the turbines and pressure suit that allow the Eva to operate when submerged, also contains buoyancy tanks capable of halving the rate at which the Evangelion sinks per round. In case of emergency, any Evangelion wearing C Type equipment no deeper than 1000 meters may activate an emergency flotation device that immediately causes the Eva to rise 100 meters per round until they reach the surface.

Each section of the C-Type Equipment is sealed off from the rest of the suit and independently pressurized. This pressurization system as a whole allows the Evangelion to be effected by deep sea pressure as if they were in fact 1000 meters less deep than they truly are. Should an Evangelion take Critical Damage to a body part, that body part now suffers from all of the effects of pressure as normal for the depth that the Evangelion is at.

Prototype: As above, but it only treats the pressure depth as 500 meters less and lacks individualized pressurization entirely. Should the C-Type equipment be breached by Critical Damage to any body part, the entire Evangelion is now exposed to the true pressure around them.

Test Type: As above, but it only treats the pressure depth as 800 meters less.

D-Type

The D-Type Equipment is supplementary hazardous environment gear. Originally designed and tested for extremes of pressure, temperature and radiation, the D-Type Equipment can keep the Evangelion safe in all but the most extreme of situations at the cost of virtually all mobility.

Regardless of where the Eva is deployed, the D-Type Equipment imposes a -10 WS, a -20 BS, and a -20 Ag from its cumbersome design. The Eva also suffers from a -10 Perception due to its vision-constraining helmet. However, it is heavily reinforced, granting an additional +4 armor to all areas, making the wearing immune to fire and flame based weaponry, and halving the damage from any energy weapon due to its energy-reflective outer shell.

While the D-Type Equipment is in place, the Entry Plug may not launch for any reason.

If deployed in the Ocean the D-Type equipment suffers an additional -10 AG whenever not standing on something, and may treat the ocean pressure around it as if it were 8000 meters less deep than it really is.

If deployed into molten rock, the D-Type equipment keeps the pilot safe until they reach a depth of 1100 meters.

If deployed into space, the Evangelion is protected but lacks any means to making itself move.

While normally supplied by a reinforced Umbilical Cable, should this cord ever be cut the Evangelion lacks the mobility required to replace it without assistance. Only a Mobile Support Platform or a fellow Evangelion may manually replace the plug with a new one.

Prototype: While still immune to flame based weapons, the D-Prototype lacks the advanced energy reflective coating, and takes full damage from Energy weapons. In addition, its reinforcement is sub-standard, granting it only 2 armor to all places and halving the effective distance in meters higher it is treated as in all situations. Finally, the Prototype's design does not carry its own weight very well, imposing a -10 to the Evangelion's Strength.

Test Type: As the fully researched type, but only treating its armor to all areas as 3. The Test Type had not yet fixed the support issues of the Prototype, and still suffers from a -10 Strength.



Construction

Support Structures

Support Structures are buildings designed to provide aid to the Evangelions while they fight within the Base of Operations or supplement the Defense Lines. Without them, the Evangelions would be unable to deploy, re-arm, or even power themselves for more than 3 rounds. While not directly increasing the combat potential of the Evangelions, a well-placed support structure can change the entire layout of the battlefield, and what tactics may be implemented.

All Support Structures have building costs, deducted from the current surplus. Once placed, Support Structures may not be moved. If damaged or destroyed, add the wounds requiring regeneration for the Support Structure to the Collateral Damage Pool. When Collateral Damage is repaired, so are the Support Structures.

Whenever a new Support Structure is bought, the OD must specify whether it is for the Base of Operations or the Defense Lines. Some structures will say in their description that they may only be placed in one or the other.

Umbilical Ports

Building Cost: 2 Surplus

Wounds: 1

Armor: 0

These are hatches in the ground from which a spare Umbilical Cable may be deployed for increased range of operation in the city. These cables are 60 dam long.

Support Cache

Building Cost: 5 Surplus

Wounds: 2

Armor: 1

A Support Cache is a false building that contains a smaller version of the launch rails seen in Launch Ports. These points may not be used to deploy Evangelions, but can be used to deploy extra weapons or ammunition. They also contain an Umbilical Port with a 60 dam long cable for emergency use.

Sonic Resonator

Prerequisite: Containment Field, Research Tier 2

Building Cost: 5 Surplus

An addition to one Containment Field of your choice, the Sonic Resonator makes use of the technology found within the Sonic Guillotine imbuing the field with a deadly vibration. Angels attempting melee attacks to escape are forced to use a full action to gain their escape as the vibration interferes with their attempts. If the Angel should remain inside the field for a full round, they must Test Toughness and on a failure take 1 damage to all body locations that ignores TB and AP.

Cable Spool

Building Cost: 4 Surplus

Wounds: 1

Armor: 0

By adding extra spools of Cable to the umbilical ports, you may increase the length of all umbilical cables in the Base of Operations by 15 dam. This upgrade may be taken multiple times.

Launch Port

Building Cost: 10 Surplus

Wounds: 5

Armor: 4

A false building or section of street that opens to reveal launch rails for an Evangelion. These points automatically contain Umbilical Ports with 60 dam long cable, and may be used to deploy additional weapons and ammunition after the Evangelion has been launched. Evangelions deployed from this point arrive at the beginning of the Combat phase. Additional weapons or ammunition arrive 1 round after being requested, assuming that the gear is something that the Base of Operations has in stock. This may only be placed in the Base of Operations.

Embarkation Point

Building Cost: 15 Surplus

Wounds: 8

Armor: 3

Often a section of false terrain, these points contain an enormous cargo elevator that is capable of deploying up to three Evangelions from the same point. While also capable of supplying additional weapons or ammunition to the battlefield, it is notoriously slow. Anything deployed from this point takes an extra 2 rounds to arrive. This includes Evangelions at the beginning of the phase. This may only be placed in the Base of Operations.

Recessive Buildings

Building Cost: 20 Surplus

Recessive Buildings are an advanced system of gears and rails that allows primary buildings to recede into the ground, where they are much less likely to be caught up in the firefight against the Angel. Not technically an individual structure, this represents a more extensive city-wide upgrade to major buildings and skyscrapers. Once Recessive Buildings have been purchased, all area effects within the Base of Operations deal 1 less point of Collateral Damage. This may only be placed in the Base of Operations.

Variable Terrain**Prerequisite:** Recessive Buildings

Building Cost: 10 Surplus

Using the same basic technology as recessive buildings, you may raise, lower or incline entire sections of ground. As a Reaction action, the OD can cause the terrain to move in unpredictable ways, reducing the Agility Bonus of any Angel that has to walk on the ground by 1 for one round. The opposite can also be done to aid the Evangelions in any speed-related efforts: the OD may, as a reaction action, choose one Evangelion and have them benefit from +1 AB till the end of the OD's next turn. This may only be placed in the Base of Operations.

Containment Field**Prerequisite:** Research Tier 2

Building Cost: 10 Surplus

Wounds: 5

Research into the properties of AT fields,

specifically the base Deflective Field pattern, has granted Nerv the ability to produce a rather poor substitute. While unable to truly deflect attacks the field can, with reasonable success, slow things passing through it. If an Angel is lured into the space that contains the Containment Field, four pylons rise up and spread the distortion effect between them. The Angel must perform an offensive ability (such as a simple standard attack or an Angel Cross) to break out of the field. Otherwise, they are unable to move.

Flash Chamber

Prerequisite: Containment Field, Research Tier 2, Positron

Building Cost: 5 Surplus

The Containment Field can keep things besides Angels inside. One Containment Field of your choice is supplemented by a series of rudimentary positron emitters. Designed for mass production, they are not of a quality fit for Evangelion weapons, as they tend to self-destruct when used. But that momentary release of energy can be used to flood the inside of the Containment Field with exotic radiation. The OD may, as a Reaction action, trigger such a 'flash' to automatically bring down the Containment Field, but lower the Deflection of the Angel by 4 for one round in the process.

Bakelite System

Building Cost: 5 Surplus

Wounds: 3

Armor: 2

Triggered by the presence of an enemy, great nozzles take aim and spray Bakelite over one unfortunate victim within 10 dam. The fast-hardening substance reduces the enemy's Agility by 1d5 but gives the enemy +1 AP to

the area struck. One system only contains enough liquid Bakelite for one such use.

Barrier Plates

Building Cost: 2 Surplus

Armor: 6

Barrier Plates are solid, reinforced sheets of metal that can be placed at key points in the city, often intersections. Normally, they remain in small bays underground, but at the push of a button they slide up, standing some 5 dam high and 2 dam wide. Once requested, the sheets deploy 1 half action later (or are deployed as a reaction action by an Operations Director), and may be used by the Evangelion to provide cover or block an expected enemy attack. In terms of Dark Heresy cover rules, it has 6 AP.

Entrapment System

Building Cost: 10 Surplus

Wounds: 10

Armor: 2

Sadly only really effective on the Angels with the weakest fields, the Ensnarement Trap fires hundreds of harpoons and hooks connected to high-tensile cables in an attempt to tether down an Angel and stop it from moving. This trap has a set Breach of 5, and may be activated as a Reaction action by the OD whenever a viable target enters the designated area. If successful, the Angel may make a free Strength test each turn to try and get free or use an attack action of its choice to tear itself out automatically. This system may also be used to restrain a Berserking Evangelion should it become hostile to its allies.

Turrets

Turrets are defensive structures to be used to aid the players in both the Defense Lines and Base of Operations. They are easily destroyed and lack the power of A.T. Fields, making them virtually useless against an Angel at full strength. However, when an Angel's A.T. Field has been fully neutralized, the turrets volume of fire can turn defeat into victory.

All turrets bought via Support or Surplus add onto a universal Turret Mob's Unit Power, while specific technology packages may unlock special abilities or increase the damage or penetration of the mob once they have been bought. The maximum strength of the Turret Mob is 10.

At the end of the battle, if the Turret Mob has taken damage an amount of collateral damage is added to the Collateral Damage pool equal to the Unit Power lost in the process.

Unlike other Mobs, Turrets are not all packed together but are spread throughout the Base of Operations and may attack anything that is within it, but not targets that have gone into the Geofront. For this same reason, anybody that could attack a building within the Base of Operations is considered to be able to attack the Turret Mob. However, the Turrets have an AP equal to half their Unit Power to reduce damage with, as well as the Swarm Trait (halving all rolled damage from sources that are not Blasts, Cones, or Area of Effect damage). They may be controlled as other Conventional Forces, but they may not Move or Split.

Turrets are only available during battles in or near the Base of Operations. Consult the chart below to determine their area of deployments and power.

Turret Chart

Unit Power	Damage	Maximum Range
1	1d10+1 I	Up to 10 dam away from the base of operations
2	1d10+2 I	Up to 20 dam away from the base of operations
3	1d10+3 I	Up to 30 dam away from the base of operations
4	1d10+4 I	Up to 40 dam away from the base of operations
5	1d10+5 I	Up to 50 dam away from the base of operations
6	1d10+6 I	Up to 60 dam away from the base of operations
7	1d10+7 I	Up to 70 dam away from the base of operations
8	1d10+8 I	Up to 80 dam away from the base of operations
9	1d10+9 I	Up to 90 dam away from the base of operations
10	1d10+10 I	Up to 100 dam away from the base of operations

In addition to the above, the following may be purchased with Surplus:

Turret Bank

Building Cost: 10 Surplus

Effect: You dedicate significant funds to permanent fortifications to the Base of Operations and have funding approved for it in the future. Your Turret Mob has a Unit Power of 1 even without spending Support on it. If this upgrade is taken multiple times, the starting Unit Power is increased by 1 per purchase. Regardless of the source of the Turret Mob, you cannot exceed the maximum of a Unit Power 10 Mob.

Missile Array

Building Cost: 20 Surplus

Effect: You install considerable ranks of high-explosive missiles. Before attacking with your Turret Mob you may spread its attack, giving it a Blast radius up to half its Unit Power in dam and dealing X damage. This may only be purchased once. When used as a Blast attack in this fashion, the effects of Laser Array or Rail Array may not be applied.

Laser Array

Building Cost: 30 Surplus

Effect: You upgrade the general Turrets of the Base of Operations to be a system of high-energy lasers. Your Turret attack gains a Breach rating of 1 for every 3 Unit Power of your Turret Mob, and now deals E damage. This may only be purchased once, and does not stack with Rail Array.

Rail Array

Building Cost: 40 Surplus

Effect: You have a system of armor-piercing Railgun turrets built to support your bigger guns. Your Turret Mob gains a Penetration equal to half their Unit Power, rounding down. This may only be purchased once, and does not stack with Laser Array.

SECOND IMPACT WORLD



- 🦖 **The Second Impact**
- 🦖 **War**
- 🦖 **Reconstruction**
- 🦖 **A Closer Look**
- 🦖 **Nerv**

SECOND IMPACT WORLD

The event known as Second Impact changed everything. There isn't a person alive who didn't lose someone during the event or the chaos that followed it, and the planet itself was forever changed by the force of the explosion. This chapter will attempt to provide a more comprehensive view of the effect of Second Impact on the world, and how the world of Evangelion differs from our own.



THE SECOND IMPACT

The Second Impact was a cataclysm which followed the mysterious "contact experiment" conducted by the Katsuragi Expedition in Antarctica on September 13, 2000. While the exact details of this experiment are unknown, the result was the complete and utter destruction of the continent of Antarctica.

Massive tidal waves radiated out from the former continent of Antarctica, smashing entire cities to splinters and drowning virtually everything in all but the highest or most secluded areas of South America, Africa and Australia. The tsunamis even reached as far as the British Isles, and though significantly reduced by the intervening distance still caused massive devastation. Many cities in the Northern Hemisphere (Such as virtually every city on the East Coast of North America) experienced destructive flash flooding.

Even worse than the tidal waves was the shock to the planet from the explosion itself. The force of the blast shifted the Earth, slightly changing its axis. While the environmental repercussions of this would not be felt for some time, the geological consequences were almost immediate. Mere minutes after the instant of the explosion, the stress suddenly placed on the crust and mantle from the South Pole caused Earthquakes across the globe, ranging from minor disturbances to massive catastrophes. Even worse were the frequent volcanic eruptions both during the Impact and for some months afterward. Special mention goes to the Yellowstone Caldera, which ejected some 47 cubic miles of rock and dust into the sky, which would take almost an entire decade to settle fully and plunged North America into chaos. Optimistic geologists, however, claim that the Second Impact spared the human race a cataclysmic repeat of the last time the Yellowstone Caldera erupted by setting it off early. On its previous eruption 640,000 years previous, the Yellowstone super volcano spewed approximately 240 cubic miles of rock into the sky.

WAR

The sudden, unexpected and truly devastating nature of the Second Impact threw the world into chaos. Over two billion had died in the first nineteen hours alone, and millions more were in need of crucial aid and supplies. However, the global tectonic activity had crippled nearly every nation on Earth, and systems of government around the globe collapsed under the strain.

While many records from this time were either lost, destroyed or based on inaccurate and inconsistent data, it is clear that refugees from the worst afflicted areas fled to neighboring regions in untold numbers. For already barely stable countries, this panicked human locust swarm was an obvious death sentence. Fighting broke out on the borders between various countries, followed by full-fledged massacres.

Nowhere was this fighting more intense than on the India-Pakistan border. In an effort to force neighboring countries to provide aid, extremist remains of the Indian government threatened the use of Nuclear Weapons. Thus provoked, Pakistan launched its own Weapons of Mass Destruction in a pre-emptive strike. The resulting exchange, added on top of the previous devastation, left the subcontinent in ruins and 15 years later still virtually uninhabited. This exchange triggered violent interventions and the sparking of tensions across the world. While the former Cold War nations avoided mutually assured destruction, several cities such as London and the original Tokyo (Tokyo-1) were destroyed within the first ten days after the Second Impact.

Thankfully the use of weapons of mass destruction was curbed early on, but the planet was plunged into war for months to come. The majority of these conflicts were a result of resource shortages and refugee crises, though pre-existing ethnic and political tensions often provided the critical spark to conflict.

In the months of combat, the devastated continents of South America and Africa seemed determined to destroy themselves, and the first world countries were scrambling to secure and protect as much as they could. China pushed forward its borders in several directions and made key acquisitions, while the United States and Canada formed a desperate alliance. Russia reclaimed several of its satellite nations from the Cold War, though not as much territory as it had hoped due to food shortages at home that forced them to consolidate their enlarged territory rather than expand it.

In the end, the chaos seemed destined to continue and escalate back to the levels of Weapons of Mass Destruction within the year. In a desperate attempt to curb this destruction, a coalition of several European nations (notably starting with England, France and Germany) turned over their military forces to the United Nations. While only barely keeping lines of communication open between nations prior to this, the sudden increase in its military power gave the UN the might required to forcefully intervene in several out of control conflicts around the globe. Russia, having already stopped its territorial expansion and after securing the UN's guarantee that these new territories would not be touched, also joined this group. The United States, while previously opposing UN intervention in South America for nationalistic reasons, eventually admitted that with its own crises it lacked the resources to handle the South American problem on its own and joined as well.

The consolidation of these forces and others was finalized on February 14th, 2001 in the so-called Valentine Treaty. This event represented an end to the general hostilities and war that defined the six months after Second Impact, though small conflicts continued for some time and certain regional conflicts sparked during those months have continued unabated ever since.

RECONSTRUCTION

However, this was not the end of the troubles caused by Second Impact. In the intervening fifteen years, only 22% of South America, 49% of Africa, and 12% of Australia have undergone anything approaching reconstruction, mostly restricted to basic humanitarian aid. India, Pakistan, and many previously civilized areas of the aforementioned continents are still all but deserted, despite the general recession of the floods that originally devastated them. South America has permanently lost large portions of Brazil and Chile to the Sea, and the nations of Paraguay and Uruguay are entirely submerged to this day.

In other parts of the world, the damage from flash flooding and Earthquakes is all but erased. Notable instances include the reclamation of Boston, once completely flooded by the initial waves.

Unlike the flooding the volcanic activity has left lingering scars, especially in the United States Wyoming region.

However, the massive dust clouds that crippled plant growth in North America for years were only the tip of the iceberg of climate related troubles. With the shift in the Earth's axis, as well as the desalinization of the oceans resulting from the instantaneous melting of the Antarctic continent, the Earth experienced a massive climate shift. Much of Asia, notably China and Japan, has seen significant temperature increases, with Japan now appearing locked in what equated to its Pre-Impact summer weather at all times of the year. Russia as well has seen an increase of temperatures, though oddly most of Europe has seen heavier snowfall and a longer winter than normal. Large swathes of North America experience heavy rainfall almost all year round, and Central America is quickly turning into a roasting desert.



A CLOSER LOOK

North American Union

The North American Union is, technically speaking, still the two separate nations of the United States and Canada. However, due to the events of Second Impact, these two countries have become so interdependent that neither is capable of surviving without the other.

The United States was without a doubt the worst hit of the two during Second Impact. With massive devastation to all of its coastal cities, as well as the catastrophic eruption of the Yellowstone Caldera, the nation was suddenly thrust into dire straits. Worse yet, while the Head of State was safely evacuated prior to the tsunamis reaching Washington D.C., an undisclosed incident occurred not long afterwards. Officially, Air Force One crashed as a result of aeronautical complications resulting from the Second Impact, though the scientific basis for that claim has since been disproven by Russian scientists. Regardless, Martial Law was immediately declared within the United States of America by the remaining Chiefs of Staff as they scrambled to maintain control of the United States military and industrial assets and quell rioting across the nation.

The situation only became more unstable as refugees from the crumbling Mexico flooded the United States, overwhelming the border and spilling into the Western US. Forces were deployed to the border with orders to shoot on sight, but the sheer number of bodies proved too strong and the Mexicans flooded the western United States. A great feat to perform in the best of times, the US was in no position to deal with this sudden influx, and was forced to settle for

setting up large camps to house the refugees away from productive American cities and towns for the sake of maintaining the peace. Meanwhile, Mexico itself collapsed into little more than a coalition of militias.

After control was reestablished, the United States found itself lacking the industrial support of its overseas allies, and was on the very edge of collapse. Desperate to become more self-sufficient as well as rebuild its ruined cities, America experienced a heavy shift from a service based economy to an industrial one. Making use of the sudden influx of cheap labor in the form of Mexican refugees, the United States set to work reclaiming and rebuilding its coastal cities. As a result, for the next twelve years of heavy reconstruction the American economy boomed, to the point of allowing it to establish a modest military of its own again while still supporting the forces that it had signed over to the UN.

However, in 2012, the reconstruction finished. Suddenly the United States economy, which had built itself around the rebuilding of its cities, plummeted into a massive recession as nearly 22% of its population found itself unemployed within the span of a few months despite attempts to channel the industrial workers into other fields. This blow to the United States economy has yet to balance itself out, and while the United States is still one of the more powerful nations in the world its economy is among the worst and is desperate for jobs.

This economic downturn was a major shock to the Canadian economy as well. As a result of Second Impact flooding that never truly



receded, as well as increased rainfall, much of Canada has become wet marshland. Prompting a major changeover to wetland crops, Canada supported itself post-impact through massive food exports to still-devastated regions of the world, though its primary buyers was always the United States to the south (whose own agricultural capability was dealt a massive blow by the Yellowstone ash cloud that marred the skies of the western United States for years). When the American economy crashed, Canada desperately sought out other buyers. However, the UN's tight control over both sea and air travel made such exports prohibitively expensive.

PRESENT DAY

While intertwined, the United States and Canada provide two very different halves of the North American Union. The United States is known for is fantastically reclaimed and rebuilt cities, especially on the East Coast. Rebuilt almost from scratch with modern technology and aesthetics, many of these cities are very real representations of certain "cities of the future" depicted by Pre-Impact visionaries. Only important landmarks of the various cities have been spared, instead being restored to something approaching their original appearance when possible. Despite rampant unemployment, the state has gone through great efforts to keep the streets of its great cities clean of unnecessary refuse, including the unemployed.


However, the farther you travel from one of these cities the more obvious the effect of the United States economic situation is. All of the homeless and poor that would be normally expected in the cities have been

instead forcibly removed to towns or camps on the edges of the suburbs. While encouraged by the government to form self-sufficient farming communities where possible, these areas serve as a primary recruitment pool for government funded manual labor and its small but growing military force. The atmosphere of the United States is very much one of enforced patriotism and optimism, though amounts of both decrease the farther you get from the pristine cities.

Canada, on the other hand, adapted to the results of Second Impact rather than recovered from it. Many Canadian cities have been reclaimed, but have been rebuilt piece by piece over time by the cheapest means available as opposed to the United States massive reconstructive push. Both more rural and more liberal than the present-day United States, Canada has been forced recently to request that the United States tighten its security on its northern border as poor Americans continue to flow into Canada looking for work. Canada is unable to perform such an action itself, lacking any substantial military force of its own after the signing of the Valentine Treaty. It is likely that if Canada and the United States were not so co-dependent that Canadian resources would be under threat of seizure by force from their southern neighbors.

Russia

Due to the extreme distance in between itself and the devastating explosion in Antarctica, Russia was relatively unharmed by the Second Impact itself. While coastal Russia did experience a shadow of the tidal waves the crippled much of the southern half



of the world, the damage was considerably less and the landlocked regions of Russia were troubled only by earthquakes, which while widespread were relatively minor. As a result, where most other countries found themselves thrown into chaos Russia found itself merely inconvenienced.

With its military power intact, Russia took advantage of the weakened United States and the overextension of China to make large pushes into Kazakhstan and Eastern Europe. Sadly, dramatic weather changes at home (a result of the as-yet undiscovered shift in the Earth's axis) crippled Russian agriculture and led to widespread famines on the home front. With food supplies dwindling, Russia was forced to halt its expansion and consolidate its resources a mere 3 months after second Impact. However, this did not remove Russia from the wars that followed. With the UN struggling to maintain lines of communication and the crippled United States turning inward to focus on its own problems, Russia suddenly found itself the only one equipped to intervene in the rising conflicts around the globe.

While Russia had little interest in intervening in such matters, threat of immediate joint nuclear retaliation from both the US and Russia was the primary deterrent to the use of weapons of mass destruction which halted their use following the initial nuclear exchanges Post-Impact. With the United States becoming more isolationist by the day, it was unclear if they would hold to their threats, and as tensions continued to rise around the globe another nuclear exchange on any front could spark a fire that would consume the globe.

For months, Russian forces deployed alongside UN troops to stabilize Europe and

certain regions of Asia, though it is notable that Russian forces almost always deployed only in countries with weapons of mass destruction or regions that bordered them. This cooperation with the UN perhaps made Russia more pliable to the upcoming Valentine Treaty, which also gave the UN the power to fulfill the responsibility that was currently only Russia's by process of elimination.


PRESENT DAY

Quality of life in Russia has been improving slowly but steadily since the Valentine Treaty signing in 2001. With much of its own military power on loan to the UN, Russia was more than capable of redirecting its military funds to the task of stabilizing both itself and the territory it acquired after Second Impact.

While lacking the economic boom that defined the United States, as well as the industrial powerhouse of the Chinese Federation to the south, Russia has remained economically stable over the past decade and continued to benefit from its dealings with the United Nations.

Much of these dealings are for food, as Russia's weather patterns have since changed dramatically. The southern reaches of Russia often catch a mild version of the increasingly warm weather that plagues China. Despite proximity to the Chinese border, these areas are pleasant to live in.

However, farther north, the weather becomes erratic. In a cycle that has yet to fully stabilize itself many areas of Russia will experience droughts lasting many months followed by a wet and rainy season that quickly fills and then overflows the previously dry rivers. Worse yet, this precipitation is almost always in the form of



snow, as regardless of the weather the climate itself seems to be growing colder almost in response to the increased temperatures to the south.

These weather anomalies have only further weakened Russian agriculture, and while artificial hydroponic farms manage to alleviate it somewhat, Russia is still forced to buy much of its food from the United Nations to keep its large populace consistently well fed. Much of this food likely comes from the UN work farms of Australia.

In return for this food, Russia has combined the RKA and the NSAU for a revitalized space program, which has worked alongside Nerv in recent years to prepare for the defense of the planet. There has not been a UN rocket that has reached orbit in the last nine years that was not built in Russia.


Chinese Federation

China's territorial borders and sphere of influence grew greatly before the Valentine Treaty, and has remained stable ever since. While once plagued by overpopulation, the mass devastation of Second Impact has left China with a much more manageable population. Officially, all of the territory that China absorbed during those military campaigns were absorbed into China to form a power base of stability to benefit them all. As such, China claims those nations still exist within the Chinese government, and call themselves the Chinese Federation.

Initially devastated by the tidal waves, coordinated Chinese action quickly managed to stabilize the country, or at least what passed for stability immediately after Second Impact. Perhaps unfortunately, much of the Chinese military remained intact after the initial destruction, and as many

neighboring countries fell into chaos it was a simple matter to 'peaceably' step in and reestablish 'order'. Successfully annexed territories include North Korea and portions of South Korea, southern reaches of Mongolia as well as Nepal, Vietnam, Cambodia, Laos, Burma, Thailand and what remained of the livable reaches of India (all of which bore the brunt of the Second Impact tidal waves more than the Indonesian-sheltered China and which were in no position to resist China's strong military offensive). In the early days of the war, when it became obvious that Japan intended to lend support to nearby South Korea for use as a shield against the Chinese, a Chinese nuclear weapon destroyed Tokyo. Combined with their own losses from the Second Impact waves, this rendered Japan all but neutralized for the remainder of the post-Impact wars. Historians often speculate that Japan was only spared a Chinese annexation attempt by the territorial disputes China and Russia were engaged in at the time.

In any event, China provided a strong and powerful base, and was able to quickly win over many decimated regions through protection from armed bandit groups (some of which, in retrospect, carried a suspiciously large number of Chinese firearms) as well as aid and reconstruction of devastated regions. Through these actions China managed to gain not only territory but the support of many who lived there. However, such widespread territorial expansion by its Generals in the field was very much unsupported by the remaining Chinese government, and Chinese forces were spread very thin in an attempt to keep these newly acquired regions under control.



It was this unique combination of pro-democratic Chinese revolutionaries, resistance groups in the newly annexed territories and officers officially rebuked for their costly acquisitions that joined forces and toppled the Communist Chinese government. Between the post-impact devastation and the bulk of its defensive forces deployed along its border with Russia, the surviving government was in no position to resist the uprising, though loyalist military elements would plague the outskirts of China for years to come.

China, its back effectively broken, risked invasion by Russia that did not come only because of Russia's own notorious famines at the time. However, immediately after the fall of Communist China, many of the newly annexed territories attempted to break away which only added to the problems caused by the remaining loyalist elements. By this time, what would later be finalized by the Valentine Treaty had already begun to form in the UN, and one of the first exercises of its newfound military power was to intervene in China. In the signing of the Valentine Treaty, faced by the UN's combined military might of the rest of the planet, China was forced to agree to certain reconstruction and quality of life goals for its newly annexed territories in return for the UN supporting China's claim to them and using UN forces to help put down the remaining resisting elements, a brief foreshadowing of the UN counterinsurgency programs to come. While enormously expensive at the time, the resulting stability in China and its annexed territory solidified its place as a global economic power, if several years behind the United States and Russia at the time.

However, China's luck ran low when the long term effects of the Second Impact


became more apparent. With the shift in the Earth's axis, the same temperature rise that would lead to Japan's notorious perpetual summer quickly began to cripple Chinese food production. Long-term ecological projections indicated that within a matter of years desertification would transform large swathes of Chinese Federation land into arid wasteland, devastating the nation's agricultural capabilities and resulting in widespread famine..

Desperate to prepare for this calamity, China appealed to the UN to sell China rights to the re-colonization of Australia. Under a number of restrictions and conditions (some of which would not be apparent for years to come) the UN agreed.

PRESENT DAY

Years after the signing of the Valentine Treaty, whether life in China has improved is very much dependent on where you look. On an individual scale, life in China is marginally better than its pre-Impact days in most regions; through many outlying towns still bear the marks of Second Impact related disasters or the massacres that followed them. While UN intervention has brought stability to the region, small resistance groups are still not uncommon even though open military action has become fairly rare in recent years. Even so, in the annexed territories resentment of China is almost universal as a cultural element, though some hold fast to the idea that China is truly a federation and that their countries are represented in its fledgling Republic.

Despite certain social and cultural setbacks, the newly formed Chinese Federation was quick to establish order and put its newly acquired resources to good use. Initially



only invested in re-establishing its economic power, this efficient workforce was later contracted by the UN as a primary manufacturer for most goods, be they military or commercial in nature.

As an extension of those contracts, while China receives fairly limited information about the Evangelions themselves China is the primary manufacturer of nearly all Nerv commissioned Evangelion-scale weaponry. Nerv itself may research the technology and assemble the prototypes, but it is almost certain that the individual parts were made in China and the ammunition comes from a Chinese factory. As a result, China has access to much of the UN's cutting edge research. While it may not seem it from the products commonly available to its citizens, China is the most technologically advanced of any individual nation, technologically inferior to the UN and Nerv only.

United Nations


Previously a decision making body rather than a power in its own right, post-ratification of the Valentine Treaty the United Nations of 2015 is unlike anything that could have been expected before the traumas of Second Impact. With the signing of the Valentine Treaty, the United Nations gained control of the major military assets of many of its member nations, including Russia, China and the United States. With this combined military power it was more than capable of establishing order in chaotic regions by force.

However, who exactly has this power is a matter of some debate. The United Nations Secretariat Building and the UN headquarters built around it were lost with the rest of New York City during the Second

Impact. Between this critical loss and the ensuing wars that engulfed the planet, the decision making body that used to be the UN did not officially meet until the signing of the Valentine Treaty, by which time the UN itself was already acting independently. While the United Nations is undisputedly still a multinational organization, exactly how it survived through Second Impact to achieve its current power is far from clear.

Nevertheless, even armed with decade old weaponry from a dozen different countries, the United Nations still represents the dominant military and economic power in the post Second Impact world.

In addition to this military power, the United Nations maintains a stringent regulation of overseas transportation that adds to its influence and power. Post-Valentine Treaty, the United Nations has the only official navy left on the planet, made up of ships forfeited by its member nations. While initially of little worth due to a lack of standardized resources and ammunition, this previously engorged navy has since been reduced to a much more manageable size and its ammunition requirements standardized for better resource management. This navy leaves the United Nations the masters of the sea, and they may restrict its use as much as they wish. That said, many can and do travel outside the UN regulated waters, but at their own peril. With equally strict UN regulation of air travel, many previously flown resources are forced to travel by sea instead, which has resulted in an increase in pirate activity. While the UN takes efforts to find and eliminate these pirate elements, they make use of them to punctuate the importance of using UN regulated trade lanes.



This naval power also provides the UN with its primary means of dealing with dissenting elements: long range naval bombardment. When this proves ineffective, the now-iconic United Nations counterinsurgency teams are deployed, an increasingly common sight in regions where their presence is not strictly necessary.

In this new organization of the UN the United States, Russia, and the Chinese Federation are all members, though unlike the rest of the world they have the might required to oppose the UN should they wish to. The rest of the world is more or less subservient to the UN's military might, and its control of the humanitarian aid and resources that it provides them.

Germany, Japan and France have risen to power within the structure of the UN. Germany especially was surprisingly quick to stabilize itself after Second Impact and, while it did not increase its territory during the chaos that followed it, gained an economic powerbase that has left it as arguably the most influential nation fully integrated into the UN.

Regions of note within the United Nations territories include:

Japan

With the Chinese annihilation of Tokyo (referred to today as Tokyo-1), Japan itself fell into a state of indecision. Much of Japan's resources were devoted to trying to reestablish its government and repair the damage done by the waves, and while economically stable it was predicted that Japan would soon fall by the wayside and become little more than a footnote in global politics. This made the UN decision to

establish its new headquarters in Japan all the more surprising.

After the destruction of the United Nations Headquarters complex in New York during Second Impact, the UN required a new base of operations to re-solidify itself. America assumed that it would again play the part of host to the UN, and was shocked to hear that it would not have the opportunity. Given its economic strength and its role in initiating what would become the Valentine Treaty, most assumed that Germany would be the location of the new UN complex.


The world's surprise at the choice of location was even greater when it was revealed that the UN planned to commission an entirely new city in Japan to house this complex. Japanese plans for a Tokyo-2 had already existed, but were deemed too costly for immediate use. The UN decision changed that, and Tokyo-2 was built to house both the originally intended Japanese government and the world order that the UN was swiftly becoming.

To this day, what prompted the UN's bizarre choice of headquarters remains one of recent history's greatest mysteries.

Regardless of the motivation behind it, the focus of UN attention and resources on Japan has left it much better off than it would have been prior to the destruction of Tokyo-1, and considerably better than most nations in the world. One of the many results of this additional funding was Japan's development of the world's first Magi supercomputer system, since loaned to Nerv HQ.

England

Post-Impact England is a case of efficiency rising from tragedy. During the early days of



the post-Impact resource wars, a nuclear weapon detonated beneath London without warning. There are many theories as to which side dealt this devastating blow, but in all the years since no one has claimed responsibility. The royal family and much of the government, including the prime minister, were killed in the attack. England found itself headless. In the ensuing chaos, an acting prime minister was appointed who prepared the country for a massive war effort to retaliate against the European enemies he was sure were responsible. One of his primary goals at the time was the reconstruction of the British navy, which had noticeably either lost or lost track of its entire submarine fleet during the Second Impact. While some ruined British submarines have since been found by salvage teams, many more are as-yet unaccounted for.

Despite the acting-Prime Minister's initial plans, it soon became evident that the real culprit was unknown and that conflict in Europe and the rest of the world was already over abundant. While the exact draw for England is unclear, it was a part of the initial transference of power to the United Nations that later culminated in the Valentine Treaty.


Modern England has benefitted greatly within the United Nations, and much of the trade that runs through Europe makes a stop on the shores of England. The English government itself has, in response to the loss of the Royal family, promoted a nationalistic England full of order and working for the benefit of England first. This growing sense of manifest destiny would seem to put England at odds with the United Nations, but thus far their goals have been concurrent rather than opposed.

Germany

Landlocked and spared from the worst of the Second Impact's tectonic activity, Germany was almost untouched. At the time that other nations were just beginning to come to terms with the sudden tragedy, Germany was already stable and diverting resources to outlying regions. When Russia began to expand into Eastern Europe, Germany was equally quick to respond and began to reinforce nearby countries to counter the upcoming Russian offensive. Due to its notorious famine, Russia never quite reached Germany, but military projections on both sides predicted that Germany would be the focal point to oppose Russia if the war had continued.

When Russia halted its expansion to deal with its own resource issues, the German-allied countries were surprised to find the German government so willing to help stabilize the region and just as willing to withdraw its troops when asked. While few forced the Germans to leave (fearing what seemed an inevitable Russian resurgence) the offer alone helped strengthen the alliance and many regions found themselves in Germany's debt, both economically and in goodwill.

It was this goodwill that Germany later exploited to gather together the resources (both military and economic) to forfeit to the United Nations which would eventually become the Valentine Treaty. As such a primary contributor so early on (and other reasons that can only be guessed at) Germany successfully created for itself an enviable position within the UN. While the United Nations as an organization is technically separate from any one country, anyone who cares to look will notice that Germany has benefitted from UN resources



on a scale rarely seen, and through use of such UN resources has managed to cultivate a tremendous amount of power within Europe and, recursively, the United Nations as a whole.

France

Another country to contribute to the Valentine Treaty early on and benefit greatly from it, France has become the single wealthiest country in Europe, bar none. While Germany, England and others may have had more actual power (be it industrial or political in nature) France's economic actions post Impact have left virtually no one without some debt to them, and they have since dominated trade within Europe.

By far the most recognizable expression of France's wealth was their purchase of Spain. Virtually ruined by the tidal waves and further crippled by changing weather patterns, Spain was forced to borrow money from France to such a degree that France was eventually able to simply purchase the land itself at only a minor inconvenience. The Spanish government has since been downgraded and absorbed into France, still semi-autonomous but only ruling the region in France's stead. Needless to say, the Spanish populace was far from pleased, and UN intervention was required to quell the revolution before it could ignite a full blown civil war. To this day, the Spanish are a prideful people quick to spit at the mention of France. But though are unlikely to admit it, quality of life in Spain has increased since its purchase.

France also technically owns what remains of drowned Portugal, which never recovered from the waves and is mostly flooded and unpopulated. Unlike Spain, France simply

claimed ownership of Portugal and was never contested rather than any formal action. Left mostly to its own devices, many anti-French revolutionaries that fled Spain have since taken root in Portugal, but it will yet be some time before they are in a position to do anything important.

Tasmania

The infamous UN stronghold Flammende Schwert, the entire island of Tasmania belongs to the United Nations for lack of anyone left on it to dispute the claim. Its shores lined with concrete bunkers and mounted guns, it is better defended than many post-Impact countries. While exactly what purpose it serves is unknown, it is also the UN's southernmost naval facility, and any expedition to Antarctica inevitably is guided through Flammende Schwert first.

The Middle East

A region of turmoil through most of human history, the nations of the Middle East brought resounding closure to the region immediately after Second Impact. As the various powers of the world became involved in their own problems and campaigns, the nations of the Middle East found foreign support and intervention suddenly scarce. Tensions rose and sporadic firefights turned into open war almost as a matter of course. However, these were all rendered insignificant when Iran decided to take this opportunity to destroy Israel once and for all. After the first missiles launched from Pakistan, Iran chose this moment to reveal its own stockpile of weapons of mass destruction, in this case chemical rather than nuclear in nature. Israel did not survive, but that mattered little when

Israel's so-called "Samson Option" went into effect. A second-strike full nuclear retaliation, Israel had never known which of its enemies would strike the final blow. So it settled on aiming its weapons at all enemies within range. The resulting bombardment killed millions, and left the Middle East an irradiated wasteland populated by little more than traveling bands of survivors killing each other for resources and trying to avoid the fallout as they make their way to more hospitable regions. Turkey, Egypt and Saudi Arabia have all long since stopped accepting such refugees, and instead shoot them on sight as a deterrent. This leads many to attempt travel to China through India. Few survive the trip.

Central America

Little more than a series of United Nations naval bases now, Central America was all but wiped clean by the waves of Second Impact. While there were survivor groups on the mainland, the same could not be said for Cuba, Haiti and the Dominican Republic. Other areas, like the Caribbean islands, have permanently been claimed by the sea, though they provide occasional remainders of their existence as shipping hazards.


Australia

The continent of Australia was, without a doubt, the hardest hit by the Second Impact save for Antarctica itself (which vaporized). Being so far south, Australia caught the full force of the devastating tidal waves across its southern edge, and in some areas the waves reached as far as 14 kilometers inland, with the resulting waters flooding considerably further in the aftermath. Even the coastal regions in the lee of the waves

were not unharmed, stricken by flash flooding and turbulent waters. Even those areas spared the initial waves were not left unscathed as the East Australia hotspot suddenly became dangerously active from the sheer tectonic stress of Second Impact. Virtually the entire Newer Volcanics Province experienced eruptions within mere hours after the Second Impact. Worse yet, as typical of the East Australia hotspot, the majority of these eruptions were Phreatomagmatic, massive underground explosions caused by the interaction of lava and water which scarred the landscape with colossal craters. Survivor's accounts of the Second Impact in Australia claim that on the day of the Impact, houses or windows (depending on location) were shattered by a tremendous thundering airburst from the south, and that the southern sky was lit by an ominous glow for several nights before dimming. That said, survivors were difficult to find as estimates place the number of Australians killed within the first 24 hours post Impact at roughly 12 million, more than 60% of Australia's total population at the time.

Worse affected were the many islands surrounding Australia, on which there were few survivors. Lush New Zealand was survived only by a handful of high-altitude subsistence farmers, and the entire western half of Indonesia (lacking the protective cover of Australia) was wiped clean, totaling in excess of 140 million dead from the waves alone and leaving Indonesia unable to support itself.

In the coming weeks and months, great flotillas of rafts full of desperate island survivors stormed the Australian shores in hopes of finding food and aid. All told, Australia suddenly found itself with more



than 40 million new residents in a very short span of time. The resulting territorial dispute was arguably the bloodiest war that occurred during the Second Impact as the remaining Australians fought tooth and nail for every inch of land.

The war was ended only by the Darwin Accords in 2003, which was one of the first major demonstrations of the UN's newfound power. Forcing both parties to comply via threat of nuclear attack on any region that refused to agree to its terms, the United Nations granted the Indonesians everything west of Darwin, with Darwin itself and everything to its east remaining in the hands of Australia. However, their power thus demonstrated and Australia itself critically depopulated by the war, the United Nations similarly forced through a number of similar resolutions that leased huge swaths of land to the UN for an indefinite period of time in return for paltry aid. Many of these regions would later become UN outposts (such the famous fortress city of Tasmania), with much of the remaining territory later being rented as farmland to the Chinese.

South America

The continent of South America lost much of its land to the sea and much of its population during what followed, but unlike Australia retained enough of a population so thoroughly engaged in fighting itself that the UN has been both unwilling and unable to intervene.

Virtually all of Argentina, Chile, Paraguay and most of Uruguay sank beneath the Second Impact tidal waves and never resurfaced. Brazil itself survived the waves, though its government and much of its population were not so lucky and the


remaining Brazilians quickly turned on each other in a desperate scramble to secure resources. This conflict took years to resolve itself, and has reduced Brazil to a pseudo state much like Africa but considerably more peaceful. Bolivia, on the other hand, took the opportunity to collapse into a civil war which has yet to resolve itself.

In one of history's more surprising developments, South American stability (such as it is) has been maintained by Columbia in recent years. With the collapse of the global economy, the Cartels of Columbia realized that their ability to sell their product was greatly diminished. Rather than allow themselves to become powerless, they quickly assumed control of the government and established a dictatorial army which went on to conquer Venezuela and the ruined Ecuador. While these land grabs were not technically necessary, it gave the newly formed Columbian army ample opportunity to establish a reputation of merciless brutality that has kept the rest of South America wary for years. Columbian patrols wander freely through South America, and the justice they mete out is harsh, but effective at preventing the situation from destabilizing further.

Given the UN's own lack of interest in South America, it is unsurprising that Columbian troops are often found carrying United Nations commissioned firearms to promote the stability of the region.

Africa

It is no great secret that Africa was not in the best of situations prior to Second Impact, and the events resulting from the vaporization of Antarctica have hardly helped matters. The tidal waves alone were



enough to deal South Africa a crippling blow from which it never recovered, and South Africa has long since been a failed state dominated by its increasingly overenthusiastic military. While much of Africa was relatively unaffected by the geological and ecological disturbances, the shifting political tensions and the loss of UN aid for several years has led to the collapse of much of Africa, with a handful of islands of stability still visible.

For the most part, Africa has dissolved into two psuedostates cut in half by the "Niger Line", a poorly defined border that stretches across Africa that is more or less equivalent to the former northern Nigerian border. These two psuedostates have no discernible government and the only significant unifying force among them is an inexplicable hatred for their counterparts across the Niger Line. While infighting is still common, these northern and southern groups are known to band together to lead strikes across the line, though what they actually gain from this is often ill defined at best.

But not all of Africa has fallen into chaos. Despite their previous territorial disputes, Libya and Egypt have made an alliance of necessity which has managed to prevent either of them from falling to the endless hungry mobs or the warlords that arm them. Algeria stands alone, but on the brink of collapse and is not expected to last out the year.

Saudi Arabia, despite its losses, is nominally better off than it was pre-Impact as its oil resources have never been more valuable given the irradiation of the Middle East. Wealthier than ever, Saudi Arabia maintains a relatively small but hyper-competent defensive force that has safely maintained its borders for years.

PRESENT DAY

With the exception of the moderately stable Egypt and Libya and the effluent Saudi Arabia, Africa is a land plagued by war, famine and disease. Attempts to map the area are pointless, as many supposedly defined territories collapse within a matter of months, and many rarely last more than 2-3 years. While technically inaccurate, many still refer to regions of Africa by the pre-impact countries, if only for the purposes of an internationally recognized key of locations.

The United Nations delivers token aid to Africa each year, and applies more than token force on a much more regular basis. Unable to stabilize any region of Africa with troops for more than a short period of time, the UN has long since settled for identifying power blocks that either continue to destabilize the region or threaten to unify it in a way that opposes the United Nations and shell them with the UN's considerable naval firepower. While not pleased about Saudi Arabia's well-funded military, the United Nations approves of its actions to hold Saudi Arabia's oil, a resource that the UN considers vital to maintain.

Nerv

Nerv is a paramilitary special agency nominally under the control of the United Nations. Nerv's official purpose is to lead the defense of mankind against the Angels, to stop them from initiating a Third Impact after the destruction that was wrought by Adam during Second Impact in 2000, through use of the Evangelions, which they constructed.

Officially, Nerv is a private organization under the direct supervision of the United Nations with limited authority over local administration, and to an extent United Nations military forces. However, Nerv is essentially an independent organization from the United Nations apart from matters of funding. As a result of conventional military forces' inability to defeat Angels, the effort to defeat them is often left at the discretion of Nerv's highest ranking personnel without direct external interference. Nerv is capable of guarding its own political position through whatever means necessary, including sabotaging a rival defense contractor's prototype combat robot, "Jet Alone".

Nerv's origins lie in the research organization known as Gehirn, which was renamed and reorganized into "Nerv" in 2010 after its original headquarters and the Magi supercomputers were completed. Unlike Gehirn, whose existence was officially a secret (with the UN Artificial Evolution Laboratory serving as a front), Nerv is semi-public.



Internal Organization

Nerv globally employs many thousands of people, including scientists, technicians, paramilitary security forces, and support staff.

The standard uniform for Nerv personnel is a khaki uniform with triangular patches at the shoulders. Personnel in command positions wear a monotone tunic. All Nerv personnel have a triangular clip over their uniform's left breast which denotes rank.

Tactical

Headed by: Nerv Operations Director

The Tactical Operations branch is responsible for coordinating the Evangelions in actual combat, as well as directing Nerv's conventional security forces and defense grid in battle against the Angels.

Nerv's internal security forces are tasked with defending the organization from terrorist attacks and other small-scale conventional threats: Nerv was intended to fight the Angels, not other humans. As a result, Nerv is actually ill-equipped to repulse a frontal assault by conventional human military forces. Security staff wear khaki uniforms like those of the operating staff, as well as red berets. They normally carry either MP5 or Uzi submachine guns.

Technical

Headed by: Nerv Lead Science Director

The Technical division is Nerv's science branch, responsible for the research and development of the Evangelions, as well as their maintenance and repair. It also analyzes scientific data obtained about the Angels, attempting to gain greater insight into them to aid the Tactical division in defeating the Angels.

Each Nerv facility hosts a large corps of mechanics, electricians and other staff dedicated to maintenance, repair and construction. The standard tech uniform consists of orange coveralls and a cap.

Those involved in actual research and development and Eva testing wear the standard khaki Nerv uniforms.

Other divisions

Section-2 (Intelligence): Information collection and analysis are handled by the black-suited agents of the Nerv Department of Security Intelligence, as are the surveillance and protection of key personnel. Those familiar with them often simply call it Sec2, as opposed to it's full name.

Public Relations: Nerv has its own PR subsection, which handles propoganda and media blackouts directed towards the general public to control information about the Angels and Evangelions.

